THE PlayStation®2 Encyclopedia

vol.8

PS2 models - Peripherals - Controllers

copy/paste:
DaddaRuleKonge
2019

DaddaRuleKonge

This is book is made for people who collect for, or are interested in, the PlayStation 2. I made this book cause` I like to catalogue and categorize stuff, and to learn more about the system. But I am also a small time collector of the system (though the original PlayStation are (was) my primary collection).

If you are annoyed, or the owner of some of the content i used in this book, send an email to me: sennep@hotmail.com.

Similar books/PDF`s in the same format are books on NES, SNES, PSX, SMS, N64, Game&Watch, NeoGeo, including several other book in the same vein, from TMNT toys to Point and Click games.
http://daddarulekonge.itch.io/
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Reference Guide

These are web sites that i use a lot for pictures/screenshots, reference and much of the information. If I have not used wikipedia on a game description, then I have tried to credit it at the bottom of the text.

I can recommend all of these websites, as they are very informative and fun to look through. If you are the owner of one of these sites and feel that i have done you wrong, then please send me an e-mail and i will make the necessary change to your wish.

GameFAQs

"Founded in 1995, GameFAQs has over 40000 video game FAQs, Guides and Walkthroughs, over 250000 cheat codes, and over 100000 reviews."

- Used for mostly the cover art and the review score

A giant database consisting of most games released with information, faqs and pictures.

http://www.gamefaqs.com/

Moby Games

"Metacritic aggregates music, game, tv, and movie reviews from the leading critics. "

- Used for the review score

A site that collects review scores from several review sites and user scores. A good site to get a unbiased review of a product.

http://www.metacritic.com/

Moby Games

"MobyGames is the oldest, largest and most accurate video game database for games of every platform spanning 1979-2014."

- Used for info and some pictures

A good site for information and pictures on much of the games released.

http://www.mobygames.com/

The PlayStation DataCenter!

"This site wants to be the most complete playstation one games database in the web, we got covers, screenshots, cheats, controls, game saves, descriptions, etc."

- Used for info

A giant database of information and pictures on most Ps1 & a good deal of Ps2 games. This is probably the most important tool in collecting for the PlayStation.

https://psxdatacenter.com

IGN

"IGN is your #1 destination for all video game news, expert reviews, and walkthroughs."

- Used for info a few places

It's IGN... It is what it is...

https://nordic.ign.com/

hardcoregaming101

"Our reviews and in-depth features explore all aspects of gaming. We started in 2009, with thousands of articles"

- Used for info a few places

A great site with a lot of in-depth articles about a lot of unknown game series. Highly recommended for a fun and interesting read.

http://www.hardcoregaming101.net/

demo pals

"features collector's resources to Nirvana records, survival horror games, PAL PlayStation demos, and Tomb Raider promos"

- Used for info info and pictures on some demo's

A detailed site which includes information and pictures on different demos.

https://crimson-ceremony.net/demopals/index.php

10min Gameplay

- Used for pictures

A gigantic youtube channel that show a huge amount of gameplay videos from several different consoles.

https://www.youtube.com/channel/UCzjc5u-yPodS9U9E4tpNRUw

kireev20000

"Welcome to my channel. I enjoy playing both retro and modern games. Subscribe!!"

- Used for pictures

A great dailymotion.com user that made a lot of hig-def videos showcasing gameplay videos for several Japanese games.

https://vk.com/sugarmind

Wazap!

- Used for some Japanese video game ratings

Wazap! is a vertical search engine, video game database and social networking site to distribute gaming news, rankings, cheats, downloads and reviews. It indexes gaming sites and categorizes the information as news, reviews, cheats, downloads, previews and articles.

https://jp.wazap.com/

Games of All Generations in HQ\HD Jr

"Welcome to my channel. I enjoy playing both retro and modern games. See playlist section for more games. Subscribe!!

PS. Gameplay vids were captured to show game mechanics not my skill at playing particular titles - keep that in mind while watching."

- Used for pictures

https://www.youtube.com/user/RetronyashJr/

PlayStation 2 models

There were many revisions of the PS2 in its history from 2000 to 2013, some only of internal construction and others involving substantial external changes. These are colloquially known among PS2 hardware hackers as V0, V1, V2, ..., V18. Each region receives a different model number; for example, the V18 was released in North America as SCPH-90001, in Australia as SCPH-90002, and in Hong Kong as SCPH-90006. The final digit is a region code with no bearing on the hardware; many games and DVDs are restricted to certain regions, and the system software displays in different languages.

The PS2 is primarily differentiated between models with the original "fat" case design, and "slimline" models introduced at the end of 2004. In 2010 a television incorporating a PS2 was introduced.

Three of the original PS2 launch models (SCPH-10000, SCPH-15000, and SCPH-18000) were only sold in Japan, and lacked the expansion bay of later PS2 models. These models instead included a PCMCIA slot. SCPH-10000 and SCPH-15000 did not have built-in DVD movie playback and instead relied on encrypted playback software that was copied to a memory card from an included CD-ROM (normally, the PS2 will only execute encrypted software from its memory card). V3 had a substantially different internal structure from the subsequent revisions, featuring several interconnected printed circuit boards. In V4 everything except the power supply was unified onto one board. V5 introduced minor internal changes, and the only difference between V6 (sometimes called V5.1) and V5 is the orientation of the Power/Reset switch board connector, which was reversed to prevent the use of no-solder modchips. V5 also introduced a more reliable laser than the ones used in previous models. V7 and V8 included only minor revisions to V6.

Beginning with model SCPH-500xx, the i.LINK port was removed. An infrared receiver was added for use with a remote to control DVD playback, leaving both controller ports free from the external receiver.

The PS2 standard color is matte black. Several different variations in color were produced in different quantities and regions, including ceramic white, light yellow, metallic blue (aqua), metallic silver, navy (star blue), opaque blue (astral blue), opaque black (midnight black), pearl white, Sakura purple, satin gold, satin silver, snow white, super red, transparent blue (ocean blue), and also Limited Edition color Pink, which was distributed in regions including Oceania and parts of Asia.

SONY
PS2
PlayStation 2
SONY

The small PlayStation logo on the front of the disc tray could be rotated 90 degrees, in order for the logo to be the right way up in both vertical and horizontal console orientations. This feature is also used on slimline consoles and the PlayStation 3.

In September 2004, Sony unveiled its third major hardware revision (V12, model number SCPH-700xx). Available in late October 2004, it is smaller, thinner, and quieter than the older versions and includes a built-in Ethernet port (in some markets it also has an integrated modem). Due to its thinner profile, it does not contain the 3.5" expansion bay and therefore does not support the internal hard disk drive. It also lacks an internal power supply, similar to the GameCube, and has a modified Multitap expansion. The removal of the expansion bay has been criticized as a limitation due to the existence of titles such as Final Fantasy XI, which require the use of the HDD.

The official PS2 Linux also requires an expansion bay to function. Currently only the modified Multitap is sold in stores; however, these are also compatible with the older versions, and also added support for multiple memory cards on some games. Third-party connectors can be soldered into the unit giving hard drive support; however, IDE connections were completely removed in the V14 revision, thereby eliminating this option. Certain mod chips enable the use of a USB hard drive or other mass storage device.

There are two sub-versions of the SCPH-700xx, one with the old EE and GS chips, and the other with the newer unified EE+GS chip, but otherwise are identical. The sub-versions are variously referred to as V12 for both models, V11.5 for the older and V12 for the newer model, and V12 for the older and V13 for the newer model. The V12 model was first released in black, but a silver edition was available in the United Kingdom, Germany, Australia, United Arab Emirates and other GCC countries, France, Italy, South Africa, and North America. A limited edition pink console also became available after March 2007.

V12 (or V13) was succeeded by V14 (SCPH-7500x), which contains different ASICs than previous revisions, with some chips having a copyright date of 2005, compared to 2000 or 2001 for earlier models. It also has a different lens and some compatibility issues with a different number of PlayStation games and even some PS2 games.

In the beginning of 2005 it was found that some black slimline console power transformers manufactured between August and December 2004 were defective and could overheat. The units were recalled by Sony and replaced by a 2005 model.

Later hardware revisions had better compatibility with PlayStation games (Metal Gear Solid: VR Missions operates on most silver models); however, the new Japanese slim models have more issues with playing PlayStation games than the first PS2 revisions.

In 2006 Sony released new hardware revisions (V15, model numbers SCPH-7700xa and SCPH-7700xb). V15 was first released in Japan on September 15, 2006, including the Silver edition. After its release in Japan, it was then released in North America, Europe and other parts of the world. The new revision uses an integrated, unified EE+GS chip, a redesigned ASIC, a different laser lens, an updated BIOS, and updated drivers.

SONY
SELECT
START
ANALOG

In July 2007 Sony started shipping a revision of the slimline PlayStation 2 (SCPH-7900x) featuring a reduced weight of 600 grams compared to 900 g of the SCPH-7700x, achieved through a reduction in parts. The unit also uses a smaller motherboard as well as a custom ASIC which houses the Emotion Engine, Graphics Synthesizer, and the RDRAM. The AC adaptor's weight was reduced to 250 g from the previous 350 g.

Another refinement of the slimline PlayStation 2 (SCPH-9000x) was released in Japan on November 22, 2007. As well some cosmetic changes, the design of the hardware was overhauled, incorporating the power supply into the console itself like the original PlayStation 2 revisions; this also reduces the total weight to 720 grams (25 oz). SCPH-9000x series consoles manufactured after the third quarter of 2008 as the last revision of the PlayStation 2, some changes were (indicated by date code 8C) incorporate a revised BIOS, which disables an exploit present in all older models that allowed homebrew applications to be launched from a memory card.

PlayStation 2 hardware models

by: l_oliveira@psx-scene.com
sp193@assemblergames.com

The A-Chassis has incomplete BIOS and is incompatible with most homebrewn. It has extremely reliable and tough hardware.

SCPH-10000
A-chassis
Released in Japan.
(GH-001) ROM 1.00J and v1.01J

SCPH-15000
A-chassis
Released in Japan.
(GH-003) ROM v1.01J

The A-Chassis plus is the same as the old 10/15k but with newer BIOS. It comes with DVD driver 2.00 (and works with the DVD remote out of the box) As like the 1x000, it is extremely hard to find replacement parts.

SCPH-18000
A+-chassis
Released in Japan.
(GH-003) ROM v1.20J

The AB-Chassis plus have the same chipset as the early USA systems (USA-V1) and is very sturdy built, yet lighter than the A-Chassis builds. It have mostly the same bios as A-Chassis plus, but slightly newer.

SCPH-18000
AB-chassis
Released in Japan.
(GH-008) ROM v1.20J

The B-Chassis and B’-Chassis has an auto tilt adjust motor, a feature Sony tried to use on their DVD Players from the 2000’s. It was a automatic system that would adjust the DVD drive automatically by tilting the laser until it found the best focus for the said disc. On the said PS2 model it’s active if users select “Diagnosis” option and set it as “ON”. It is s a very sturdy model being it’s only weak point the laser unit.

SCPH-30001
B/B’-chassis
Released in US.
(GH-004/005, B/B’-chassis) ROM v1.10U

C-Chassis and C’-Chassis GH-006 was sold in US and GH-007 was sold in Europe/Australia. They’re quite similar to the B-chassis functionality wise and use the same chipset and bios, but they were made cheaper. The Auto tilt motor was also removed

SCPH-30001/2/3/4
C/C’-chassis
Released in US and Europe.
(GH-005/006, C/C’-chassis) ROM v1.20U/E

The D-Chassis have the same main chipset as B and C types but this time they updated the bios and redesigned the motherboard to be sandwiched in the center of the system instead of the bottom. This made them save a lot of metal, makes the system less heavy and cheaper to make. It is slightly challenging to find replacement parts

SCPH-30000/1/2/3/4
D-chassis
(GH-010)

SCPH-30000/1/2/3/4 R
D-chassis
(GH-013)

SCPH-35000
D-chassis

The F-Chassis firmware bugs on the older versions of the motherboard. The burnt coils syndrome/blown BA5815 problem started to become common. It seems to be the first model to be also released in Asia (06) and Korea (05) and Taiwan (07). It was the first model to support the CXP103049 MECHACON, the Rohm RTC IC (as well as the existing Ricoh device) and both the SONY and SANYO optical blocks.

SCPH-30000 and SCPH-30001/2/3/4/5/6/7 R
F-Chassis
(GH-015) ROM v1.60

The SCPH-39000 series appears to be the first release for Russia (08). The SCPH-37000 may have only released in Japan.

There were two versions of the SCPH-39000's MECHACON. The earlier one with firmware v3.6 was released in every territory that the SCPH-39000 series appeared in, while the newer one (v3.8) was only released in Japan and in Asia. The late Japanese and Asian models had -003GG and -403GG version numbers printed on their MECHACON devices respectively.

Unlike the older models, the SONY service tool no longer gave the option for the T487 lens, and did not support the old KHS-400B optical blocks.

SCPH-37000/SCPH-39000
G-chassis
(GH-017, GH-019 and GH-022), ROM v1.60

Unhappy on how people kept modding the consoles Sony set traps on the systems. Along with upgrading the glitches on the mechacon processor firmware they this time took care to add flaky resistor arrays on the IOP address bus making up what would later be known as "golden disc syndrome" where the PS2 detects the disc correctly but does not let you boot it up. Also that damage keeps the HDD interface from working correctly. On some severe cases it even keep the system from booting.

ROM 1.90 was the first version with support for the extended languages (Russian, Korean, Simplified Chinese and Traditional Chinese). This was the only model released in China, as the SCPH-50009. The Chinese sets were manufactured by SONY Wuxi and had ROM v1.90. Support for nearly all regions started with this model.

The J-chassis was a Japanese SCPH-50000NB model, but it may have been relesed in other regions. Not all of the SCPH-50000NB models were J-chassis units though.

SCPH-50000-11
H/I/J-chassis
(GH-023, GH-026 and GH-029)
ROM v1.70 and v1.90

As with any slimline console, this one had a universal DVD ROM. The BOOT ROM was also largely universal, except for the PlayStation driver. As such, this was the final model that had differing ROMs for NTSC/PAL.

Support for all regions (0-12) started with this model.

SCPH-70000
K-chassis
(GH-032, GH-035), ROM v2.00

This was the first slimline console to not have a real IOP device, but the PPC emulator instead. The ROMs are entirely universal, with the visible differences being the result of software-manipulation by the IOP emulator.

SCPH-75000
L-chassis
(GH-037, GH-040, GH-041), ROM v2.20

SCPH-77000
M-chassis
(GH-051, GH-052), ROM v2.20

The thickness of the PlayStation 2 was further reduced. The expansion connector on the mainboards seem to be starting to disappear around here.

SCPH-79000
N-chassis
(GH-061, GH-062), ROM v2.20

SCPH-90000
P-chassis
(GH-070, GH-071), ROM v2.20

Most likely the final version of the PlayStation 2. This ROM has no support for any system updates.

SCPH-90000
R-chassis
(GH-072), ROM v2.30

This was the PSX releases.
DESR-5000/5100/5500/7000/7100/7500/7700
X-chassis
DESR-5100 has the XPD-001 and ROM v1.80J. Some newer models have the XPD-005 and ROM v2.10J.

PlayStation 2 TV (PX300-1)
Only released in Europe.
The PX300-1 had ROM v2.50.

SONY
make.believe
BRAVIA
PX300 22
BRAVIA
HD ready
digital
Approved product
SONY

The X300 is a 22-inch, 720p television with four HDMI ports, three USB sockets, and VGA and component inputs. A built-in Freeview tuner with an Ethernet connection for IPTV viewing including services such as YouTube.

The television launched ten years after the PS2 and the next-generation PlayStation 3 had been released several years after the release of the TV. A single controller and a remote control was included with the TV.

The TV was priced at £200 on release, and was only available in Richer Sounds stores.

PS2
PlayStation 2
SILVER. STUNNING.
SONY
COMPUTER ENTERTAINMENT

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SONY'S NEW PS2

by: *PlayStation 2 Official Magazine (AU) 2003 July #16*

PSX has the industry X-cited.

WHAT DVD? If the PSX looks a lot like a DVD player it's because it is a DVD player. But it plays PS2 games too.

SONY RECENTLY UNVEILED this shiny new product, known as the PSX - but if you think we're talking about the PS2's predecessor, then you're way off the mark.

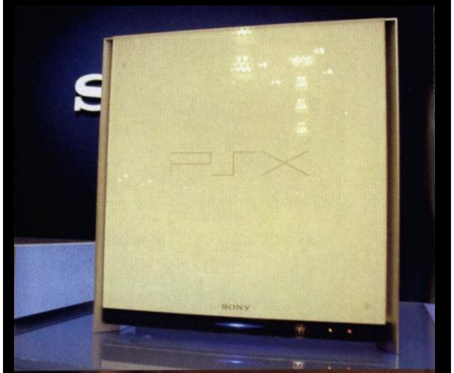
According to Sony, the new device will combine typical electronic media like a DVD recorder and a TV tuner, with computer technology allowing a whopping 120 gigabyte hard drive and the PS2 chipset, all packed into one big silver box. That means that as well as playing all your favourite games and watching DVD's as you would on your regular PS2, you can now record DVD's and your favourite TV shows to a hard drive or a memory stick.

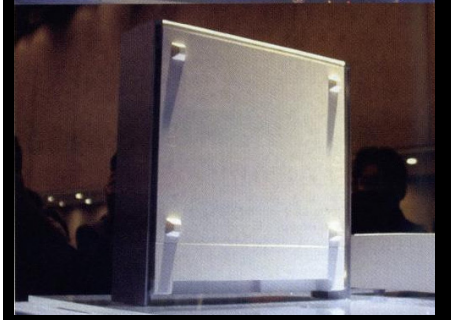
But that's not all. The PSX will also have the ability to connect to broadband, allowing you to play games online or log on to the official PlayStation website to download the latest information about upcoming titles.

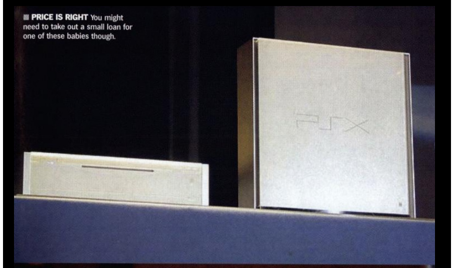
The product was unveiled during a financial meeting for the entire Sony group, where Sony Computer Entertainment boss, Ken Kutaragi, said that he hoped the PSX would become as essential as a VCR or a DVD player is now. Kutaragi also released additional details about the new Play Station Portable and announced that the PS2 has reached 52.2 million sales worldwide, solidifying its position as the number one console in the world.

Sony also made it clear that the PSX is not a PS3, nor is it a next generation of PlayStation. As far as *OPS2* knows, the PS3 is still development and scheduled to be released in 2005 or 2006. The PS2 chipset in the PSX is still the same machine that we're all used to. Sony has made it clear that still plans on promoting the PS2 with full force in order to keep its crown as the best console on the market.

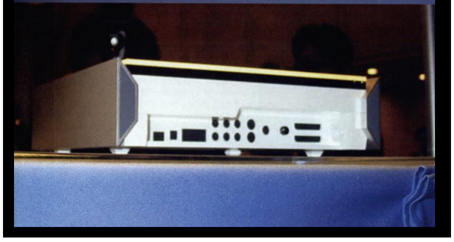
As for when you'll be able to pick up your own PSX, Sony has announced that Japan will be the first to take one home, with North America and Europe having to wait until early next year. As for how much you're going to have shell out for one of these big silver boxes, Sony is yet to reveal detials, but *OPS2* recommends you start saving every cent you can spare.







PRICE IS RIGHT You might need to take out a small loan for one of these babies though.



PLAYSTATION TOO

by: PSW (AU) #20

Come, join us as we play with and dissect a PSX - Sony's new toy for the elite and wealthy video game glitterati.

THIS IS SONY'S NEW PSX. BASICALLY IT'S A PLAYSTATION2, DVD burner, TV tuner and hard drive enclosed in a really rather fetching white case. It sold out across Japan after its recent launch despite harsh media criticism along the lines of "what's the point?"

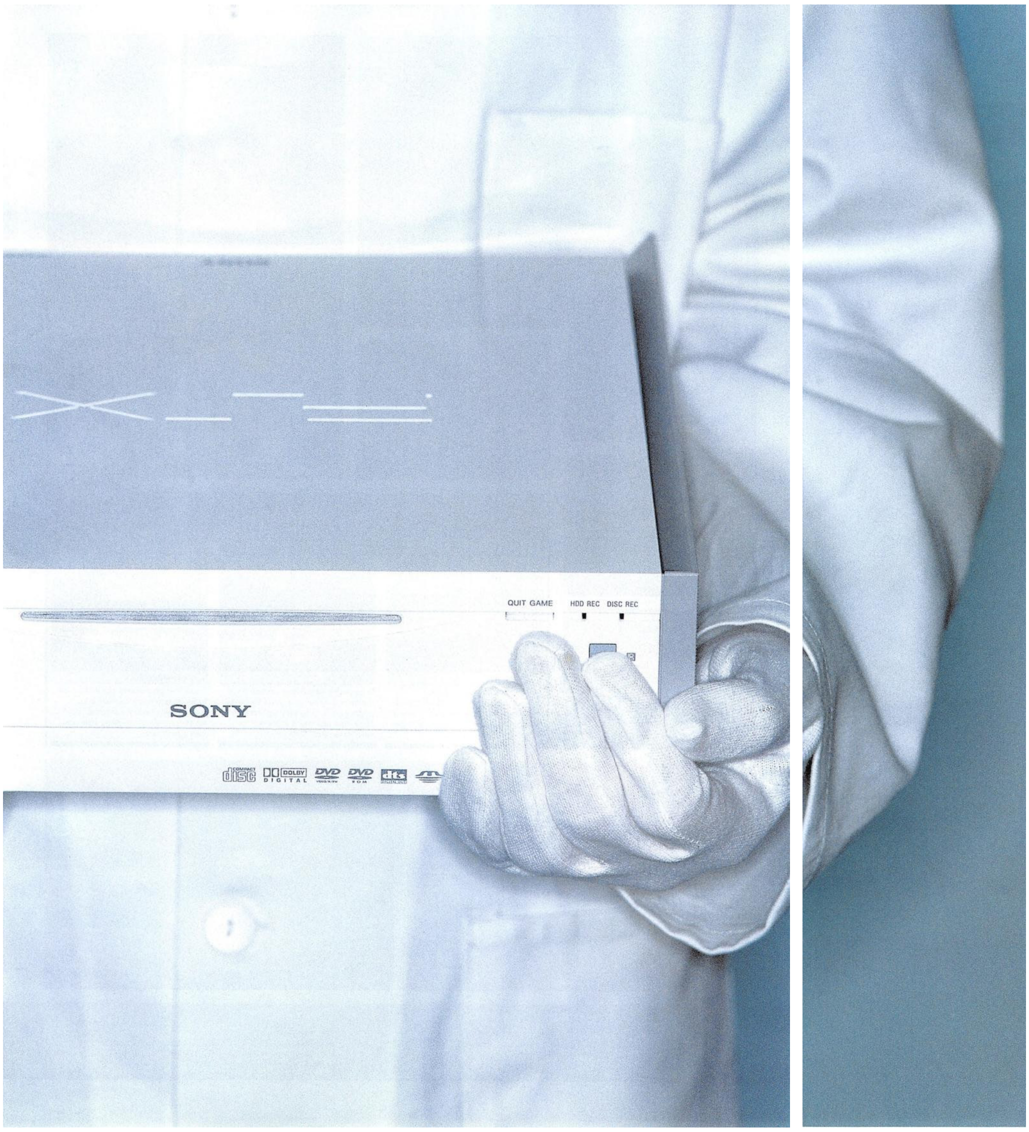
The point is that this is the set-top box, all-in-one convergence device we've all been dreaming about for the last ten years. It records TV to its internal drive, then lets you same your favourite shows on DVD. And you can play *Gran Turismo 4* while it's doing it.

Never mind the fact that this import machine doesn't work perfectly with Western TV's many variants, or that it's all in Japanese, or that it only outputs crappy AV and S-Video and a Japan-only high-definition TV-signal - we still want on. So we bought one. Weighing about three and a half PlayStation2 and about as big as a slimline video recorder, there's nothing classier to be seen under your TV this year. But what can this mysterious Japanese super-machine do? And can it do it over here?

WHAT CAN PSX DO?

Se the power of Sony's all-in-one uberbox in extreme close-up detail. Adults only. This is explicit.

PSX plays games, records TV to its internal hard drive, lets you back up said TV shows to DVD, grabs data off USB devices and even displays photos from Sony Memory Stick gadgets. Primarily it's a media centre designed to replace your video recorder - PlayStation2 gaming is just a pleasant addition. Let's have a look at what else PSX can do.



IT'S A TV TUNER

Round the back you'll find two connections - one analogue and one digital. Sadly, both are only capable of receiving TV signals in the Japanese NTSC format.d Upon connecting to a Japanese signal, you're treated to your very own Electronic Programme Guide, one with a fairly standard facility to record up to 30 programmes spread out over a 30-day period.

IT'S A VIDEO RECORDER

The model pictured here is the DESR-5000, which comes with an impressive 160Gb hard drive. Cleverly, PSX lets you record TV and play games at the same time. Thanks to the size of its internal hard drive, around 200 hours of programmes can be stored at its lowest picture quality setting. That's two year's worth of *Neighbours*. Been looking for an excuse to bin that 1980s matte grey VCR? This is it.

IT CAN READ MEMORY STICKS
We've spent the last five years wondering what the hell the point is of Sonys stupid Memory Stick - now we know. PSX has a slot to take the pricey media storage cards, with the machine coming with built-in support for pulling pics from Sony's Stick. Sadly there's no support for rival formats like the widely used CompactFlash format, but that's Sony for you. Always thinking about its monopoly.

IT CONNECTS VIA USB
If removing the Memory Stick from your Sony digital devices is too technical for you, then you'll be pleased to hear that this white super-machine can read data directly from all Sony USB devices. Yep, PSX wants to replace your PC too. Now all you have to do is stick your Sony digital camera into PSX's USB hole and it'll drag all your shots into its internal photo album. It only works with Sony cameras at the moment, although Sony promises that drivers which allow PSX access to other cameras will be made available to Japanese buyers soon.

PLAY GAMES
Oh yeah, it's a PS2 too. This being an import machine only Japanese games are supported, although thanks to Sony's generosity both PlayStation2 and PSone games are supported.

PHOTO SLIDE SHOWS
Bore relatives like never before with 160 gigabytes of photos of your trip to Borneo, thanks to PSX's slideshow facilities. Not the most exciting feature, granted, but we're trying to be comprehensive here.

COMPONENT OUTPUT
Audio-video boffins were stunned by PSX's lack of component output - the four-pronged connection format that offers the best quality going - but worry not. PSX comes with a D-Terminal link, which is the Japanese equivalent of our super-high quality component signal. You can't use it here on our TVs, so you're lumbered with using either standard AV or S-Video if you import one. The postage on getting a TV sent over from Japan is rather high, so we're assuming you don't have a Japanese telly.

PLAY DVDS
Hardly even worth listing as a feature this, seeing as how just about every device within 20 yards of your TV can also play DVDs nowadays. Anyway, PSX can also play DVDs, and there's an 'Optical Out' for hooking it into an amplifier to enjoy *Starship Troopers* with full Dolby Digital or DTS sound as the director intended.

DVD-R AND DVD-RW RECORDING
An ideal feature for Ebay pirates selling compilation DVDs of TV series, PSX allows everything you've recorded off the telly to be backed up onto DVD. It records your saved shows to DVD at 12x speed, which means you can fill an entire disc with *Home and Away* in around ten minutes.

Hardcore techno-men are angered by the lack of support for the alternate DVD-RW format, although Sony Japan's promise of a downloadable update to add compatibility with the slightly superior format in the future has sated their anger.

DUMP MUSIC TO HARD DRIVE
Stick in a CD, then rip its content to PSX's hard drive to keep all your tunes in one convenient place. Currently it only supports Sony's ATRAC compression at the moment - nor will it rip CD-R discs you've created yourself - so that collection

SELECT
START
L1
L2
L3
R1
R2
R3

QUIT GAME
HDD REC
DISC REC
MEMORY

of MP3s you keep hidden on your PC can't be copied across just yet. MP3 support is another feature Sony Japan says it will include on a later software update - and will no doubt be a standard feature on the Aussie machine when it's released.

CONNECT TO A PC

This feature doesn't work in this initial batch of machines, thanks to Sony running out of time to make it work. Seriously. In future versions of PSX the Ethernet socket round the back will be fully operational, allowing online gaming and the organisation of your tunes, photos and videos via PC. At the moment though, it's not working.

IMPORTERS BEWARE...

Most of PSX's killer features won't work in Australia and it's not quite the everything-in-one box we expected.

HARDCORE JAPANESE MENUS

Thinking of importing one? Well, not only are there doubts over whether the key TV-recording feature is going to work over here, but the remaining feature of PSX are shrouded behind a mask of Japanese text. There is no English option, so you'll need to enrol in some Japanese language lessons rather sharpish if you want to explore its full potential. If you would rather learn how to burn DVDs and CDs to the hard drive of a machine that doesn't speak your language, and waster hundreds of dollars in the process, then go right ahead. We wont stop you.

USB 1.1 ONLY

How backwards is this? Despite being designed as the ultimate media hub, PSX's use of the outdated last generation USB spec is a big mistake. Those 2Mb digital photos will take an age to transfer across - here's hoping the faster USB 2.0 is included in the Aussie version. And, right, how come there's only ONE USB port? One? That's penny-pinching design madness from Sony.

NO ILINK/FIREWIRE

The PS2 was stupidly ahead of its time in having an iLink [FireWire] socket located on the front. With the USB 2.0-rivalling format only now really taking off - especially for camcorders and cameras - the dropping of this magic, super-fast little data hole is something of a puzzle.

TV TUNER NOT COMPATIBLE

Yes, the Japanese can use it like a TIVO to record TV, but at the moment it looks like it's impossible to capture any PAL TV. Set up specifically to record NTSC signals in the Japanese broadcast range, it appears no amount of kanji reading skills will let you set up a PSX here. It looks like it just don't work. Nor will the Electronic Programme Guide. You could still use it to record by hooking it to a video recorder and using that to switch channels, but that'd be an ever-so slight missing the entire point.

JAPANESE GAMES ONLY

Another sore point for the keen importer our prohibitively expensive Japanese PSX only plays Japanese games. Also, the round-the-back placement of the two controller ports isn't ideal, and their vertical orientation means no multi-tap option for three or four-player gaming.

NO MP3 PLAYBACK

Now come on. We all know MP3s are bad, but if Sony's serious about making PSX the ultimate media hub it NEEDS to let us transfer our painstakingly collected stash of MP3s across. all those logos, but not the one we really need. Subtract one point from review score.

CONTROLLER NOT INCLUDED

Considering it came in a box large enough to house a Japanese family and all their pet robot cows, the lack of a spunky new white Dual Shock controller is shocking. In the Japanese box you get a bog standard triple-ponged AV lead for the worst possible TV picture, the remote (which is a work of art, admittedly) and Japanese TV tuner leads. It's a bit light on extras. There isn't even an optical cable for plugging it in to an amp. Shame on you, you tight-fisted Japanese mega corporation.

THE DVD SLOT

PSX uses the slot-loader technique. We've had a few bad experiences with slot-loading DVD machines and CD players, thanks to the way they pull the disc in and invariably leave it as scratched as a leather sofa in a house full of kittens. For a machine that does so much and will be constantly switching form DVDs to game discs and back again, we're not sure the slot is a good idea.

GENUINE INNOVATION OR MULTIMEDIA SCAM?

It looks great. If you want something to put under your TV and make you look like some sort of technology KING who's been to Japan and bought the lot, get one of these. But if you actually want something usable, functional and user-friendly, PSX's lack of English text support makes owning an import machine folly. Paying $1400 for something that only half works over here isn't cool.

The features ARE impressive though, PSX is a media centre first and a gaming machine second. Competing more with high-end DVD and hard drive recorders than PUNY games machines, PSX is deal for those of you currently thinking about buying a DVD recorder and binning the old VCR.

PSX

The PSX is a Sony digital video recorder with a fully integrated PlayStation 2 console. It was released in Japan on December 13, 2003. Since it was designed to be a general-purpose consumer video device, it was marketed by the main Sony Corporation instead of Sony Computer Entertainment and does not carry the usual PlayStation branding. Its high cost resulted in poor sales, meaning that the PSX was never released outside Japan. This made it a commercial failure.

The device is a fully functional digital video recorder with an included Infrared remote control and S-Video, composite video, and RF inputs. It is able to tune analog VHF and CATV. It can also be linked with a PlayStation Portable to transfer photos, videos and music via USB ports, and features software for non-linear video editing, image editing and audio editing. DVD+R support was to be introduced in a future update.

It was the first device to use Sony's XrossMediaBar (XMB) graphical user interface, which was later used on the PlayStation Portable, PlayStation 3, and 2008-era BRAVIA TVs.

The PSX fully supports both PlayStation and PlayStation 2 software by its slot-loading DVD drive, as the onboard EE+GS chip is a unification of the PS2's Emotion Engine and Graphics Synthesizer chips. Online game compatibility is available using the broadband connection; Games that use the PS2 HDD (such as Final Fantasy XI) are supported as well.

The PSX is not supplied with any game controllers, but there are two controller ports on the back of the device. While the PSX is compatible with standard PS/PS2 controllers and memory cards (with the exception of the PocketStation), a variant of the DualShock 2 controller marketed specifically for the PSX was also sold that featured a 4-meter long cord (a bit longer than the standard versions of the controller). Two PlayStation memory card ports were on the front of the PSX, behind a panel cover. Because of the different placement of the memory card slots (which are located above the controller ports on standard PS2 consoles), the PSX is incompatible with the PlayStation Multitap and its PS2 counterpart, and no PSX-compatible multitap was ever produced. Games that require the use of two or more USB ports are also incompatible with the PSX.

Like standard PS2 consoles, the PSX can be laid horizontally or stood up vertically.

The PSX was released in eight retail configurations during its lifespan; the 5000 series (with an embossed logo on top and grey stripe at the back) shipped with 160 GB Hard disk drives, while the 7000 series (with a colored logo on top and black stripe at the back) contained 250 GB drives. Software updates were made available by disc and download.

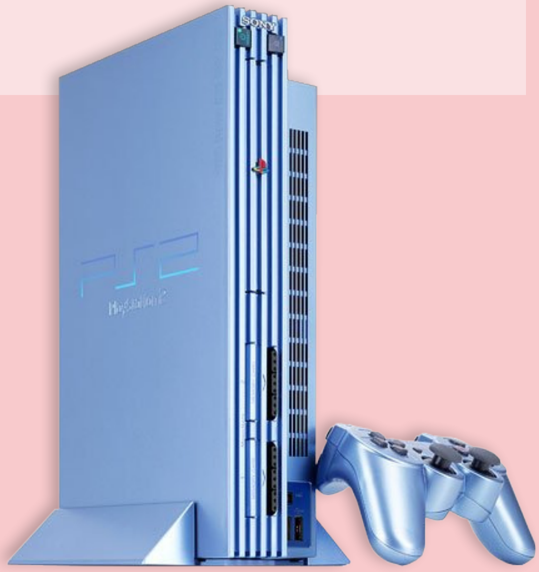
The 7500/7700 models added a Ghost Reduction Tuner. The inclusion of BS and UHF/VHF connectors varied by model. Only the final revision of each series supported the PlayStation Portable.

All models have two sets of indicator lights, power lights and Infrared receivers; one along the front for horizontal orientation, and a second strip along the top-back for vertical orientation. The 'Disk Rec' indicator is only on the front of the device in later models.

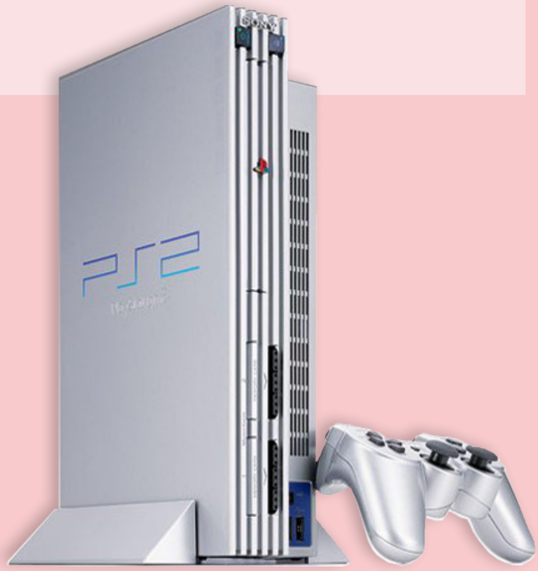
The PSX was initially displayed at CEATEC in white, silver, yellow, red and blue. The white variant was released commercially, with a limited edition silver model made available in 2004.

Console Variations

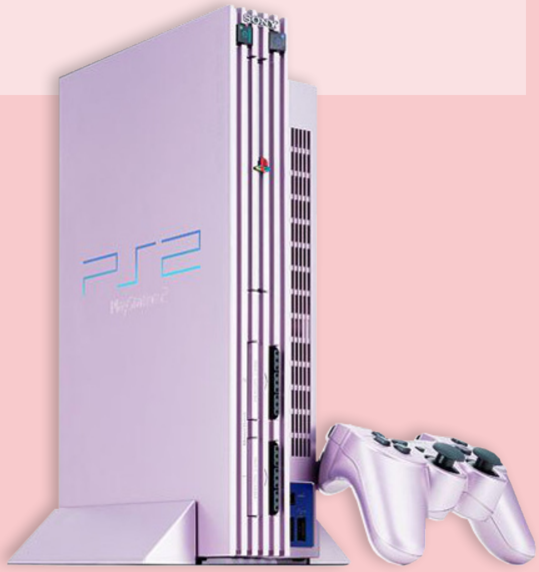
PlayStation 2 50 Millionth Edition: Aqua Blue
Console released in Japan and in 2004 released in Europe.
Released to Celebrate the 50 millionth unit sold of the PS2.



PlayStation 2 50 Millionth Edition: Metallic Silver
Console released in Japan.
Released to Celebrate the 50 millionth unit sold of the PS2.



PlayStation 2 50 Millionth Edition: Sakura Pink
Console released in Japan and in 2004 released in Europe.
Released to Celebrate the 50 millionth unit sold of the PS2.



PlayStation 2 50 Millionth Edition

These consoles was released in order to celebrate the sales of 50 million PlayStation2™ consoles worldwide (21.5 million units were sold to North America, 16 million to Europe and 12.5 million in Japan).

Sony Japan released the three limited edition consoles in Japan in the following colors:
SILVER: as thought in coordination with silver colored AV equipment
AQUA: designed in accordance with the color of the sea
SAKURA: a pink color which represents the spring

All 3 units included a colored Dual Shock 2 controller matching the color of the console, an AV cable as well as a manual. Additionally Play-Asia.com included a free official Sony vertical stand, again matching the color of the PlayStation2.

Ocean Blue
Console released in Japan.

Midnight Blue
Console released in Japan.

Pearl White
Console released in Japan and in

PlayStation 2

Satin Silver
Console released World Wide.

PlayStation 2
SONY

Zen Black
Console released in Japan.

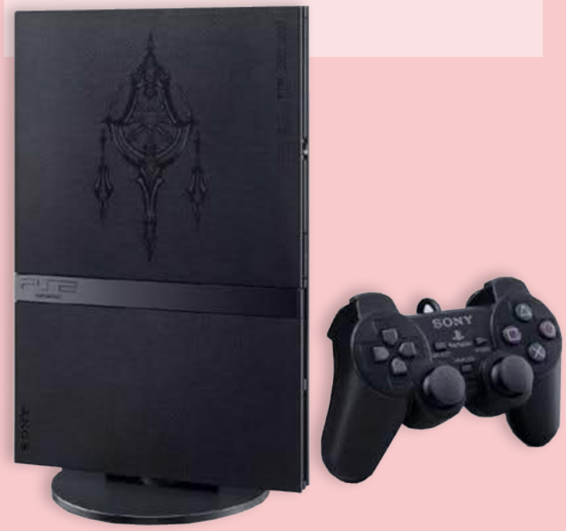
Slim Cinnabar Red
Console released in Japan.

Slim Ceramic White
Console released in Japan.
The console came with the game Sing Star.

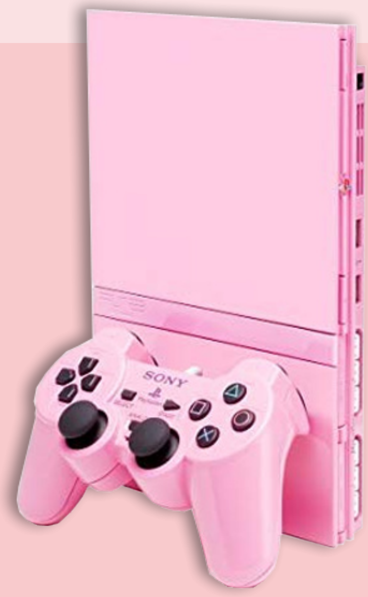
Zeta Gundam Hyaku Shiki Gold
Console released in Japan.
Bundled with 2 controllers, an 8MB memory card,vertical stand and the game Gundam 0

GUNDAM
PlayStation 2

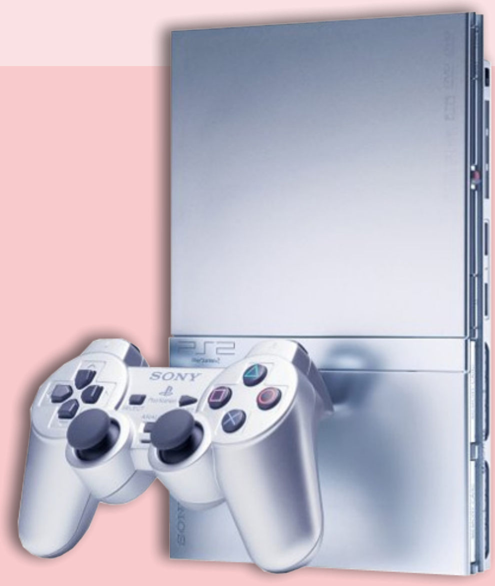
Slim Final Fantasy XII
Console released in Japan.
A black colored console with Final Fantasy elements. It was bundled with the game Final Fantasy XII.



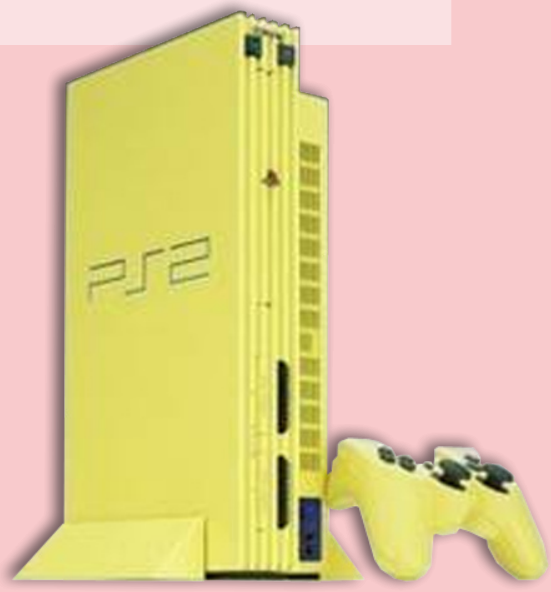
Slim Pink
Console released in Europe.
Comes with 2 Dual Shock controllers, an 8MB memory card and the game Sing Star Pop



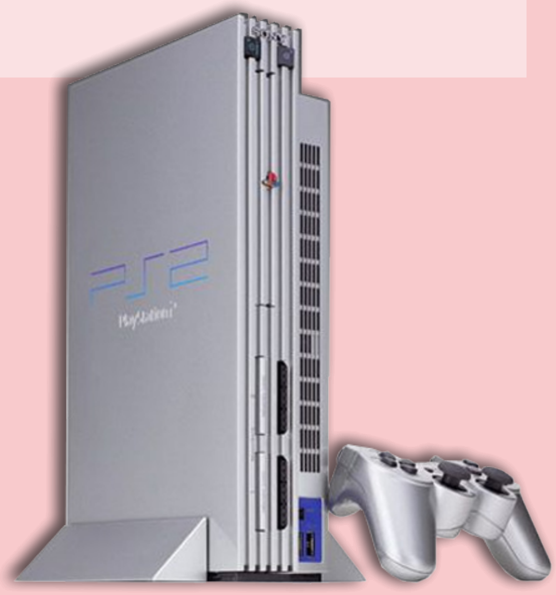
Slim Silver
Console released in
North America/Europe
500,000 made in North America.



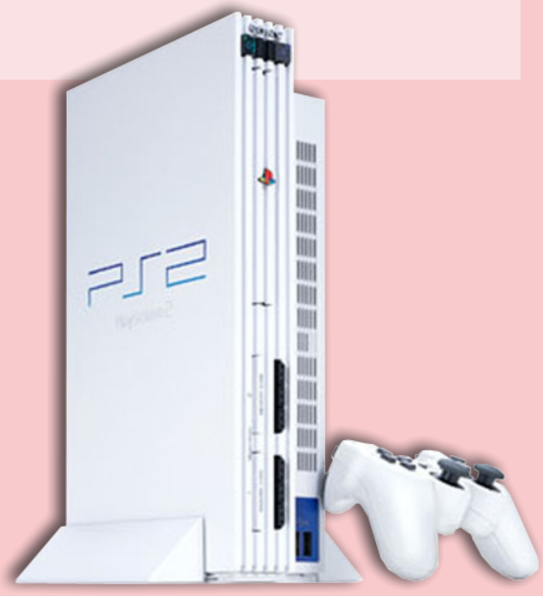
Automotive Edition: Light Yellow
Console released World Wide.
1998 made and given Away to Celebrate the 20 millionth Unit sold of the PS2. It was also possible to buy all 5 colors at ones for 250.000 yen.



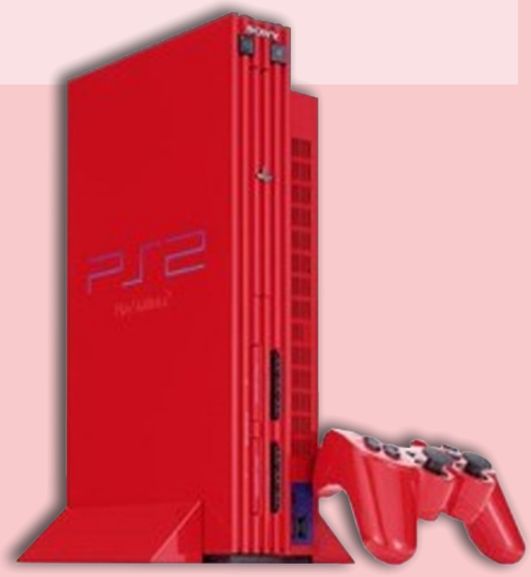
Automotive Edition: Metallic Silver
Console released World Wide.
1998 made and released to Celebrate the 20 millionth Unit sold of the PS2.



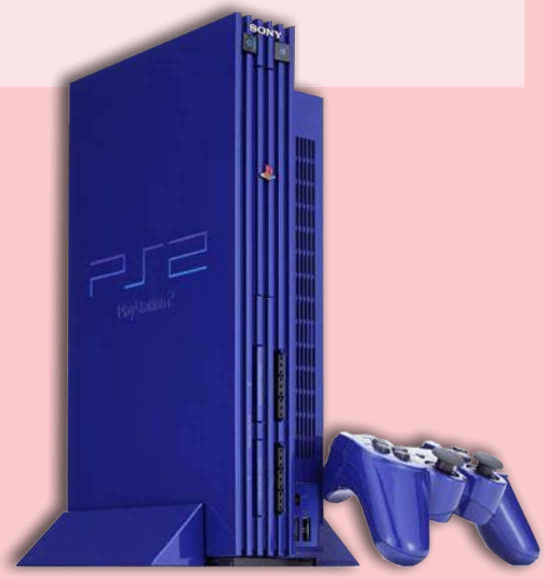
Automotive Edition: Snow White
Console released World Wide.
1998 made and released to Celebrate the 20 millionth Unit sold of the PS2.



Automotive Edition: Super Red
Console released World Wide.
1998 made and released to Celebrate the 20 millionth Unit sold of the PS2.



Automotive Edition:
Astral Blue/ Star Blue
Console released World Wide.
1998 made and released to Celebrate the 20 millionth Unit sold of the PS2.



Box/Bundle Variations

North American and European Releases

PS2
PlayStation.2
PACK INCLUDES:
PLAYSTATION.2 STARTER PACK

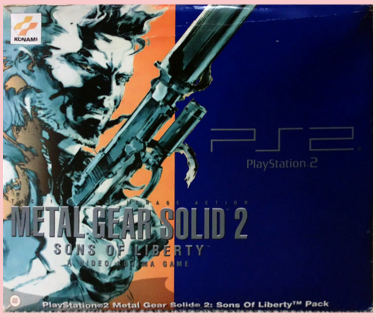
PS2
PlayStation.2
SONY

PS2
PlayStation.2
PlayStation.2 Starter Pack
RATCHET GLADIATOR
Platinum
3+

PS2
PlayStation.2

PS2
PlayStation.2
SONY

PS2
PlayStation.2
BUZZ!
HOLLYWOOD QUIZ
PACK CONTENTS
12+


KONAMI
PS2
PlayStation.2
METAL GEAR SOLID 2
SONS OF LIBERTY
PlayStation®2 Metal Gear Solid® 2: Sons Of Liberty™ Pack

SONY
PlayStation.2
Limited Edition LEGO® Batman™ Bundle /
Ensemble LEGO® Batman™ édition limitée
Includes / Inclus
LEGO BATMAN
Justice League
CHARCOAL BLACK / NOIR CHARBON

PS2
PlayStation.2
singstar
R&B
12+

PS2
PlayStation.2
FINAL FANTASY X
SQUARESOFT

PS2
PlayStation.2
BUZZ!
The Music Quiz
Volledig in het Nederlands!
Jeu en Français!
Pack Contents
3+

PS2
PlayStation.2
SONY
CHARCOAL BLACK / NOIR CHARBON

PS2
PlayStation.2
+
TEKKEN 5
namco
12+

PS2
PlayStation.2
+
GRAN TURISMO 4
THE REAL DRIVING SIMULATOR

SONY
PS2
PlayStation.2

PINK
PS2
PlayStation 2
Pink
PlayStation 2 Starter Pack
Pack Includes
SONY

SATIN SILVER
PACK INCLUDES:
PS2
PlayStation 2
PLAYSTATION 2 STARTER PACK

SATIN SILVER
PS2
PlayStation 2
SONY
SILVER PRESTIGE LINE - 2 CONTROLLER PACK

SATIN SILVER
PS2
PlayStation 2
SONY

AQUA
PS2
PlayStation 2

Asian Releases

PS2
PlayStation 2

SONY
STREET CRICKET CHAMPIONS
CART KINGS
PS2
PlayStation 2
FUN WITH FAMILY & FRIENDS
TWO GAMES FREE
3

GET INTO THE GAME
EYE TOY
Play
OVER 50 GREAT GAMES FOR 1-4 PLAYERS
PS2
PlayStation 2
FUN WITH FAMILY & FRIENDS
FREE
3

FINAL FANTASY XII PACK
FINAL FANTASY XII
PS2
PlayStation 2

SONY
STREET CRICKET CHAMPIONS
CART KINGS
PS2
PlayStation 2
FUN WITH FAMILY & FRIENDS
TWO GAMES FREE
3

RA.One
THE GAME
Shah Rukh Khan
PS2
PlayStation 2
TWO GAMES
SONY

MIDNIGHT BLACK
PS2
PlayStation 2

SONY
STREET CRICKET CHAMPIONS
RA.One
THE GAME
PS2
PlayStation 2
FUN WITH FAMILY & FRIENDS
TWO GAMES FREE
12

百
PS2
PlayStation 2
Zガンダム

Linux for PlayStation 2

.”Wikipedia”

Linux for PlayStation 2 (or PS2 Linux) is a kit released by Sony Computer Entertainment in 2002 that allows the PlayStation 2 console to be used as a personal computer. It included a Linux-based operating system, a USB keyboard and mouse, a VGA adapter, a PS2 network adapter (Ethernet only), and a 40 GB hard disk drive (HDD). An 8 MB memory card is required; it must be formatted during installation, erasing all data previously saved on it, though afterwards the remaining space may be used for savegames. It is strongly recommended that a user of Linux for PlayStation 2 have some basic knowledge of Linux before installing and using it, due to the command-line interface for installation.

The official site for the project was closed at the end of October 2009[1] and communities like ps2dev[2] are no longer active. There is still a small group of enthusiasts that meets on Freenode in the channel #sps2.

The Linux Kit turns the PlayStation 2 into a full-fledged computer system, but it does not allow for use of the DVD-ROM drive except to read PS1 and PS2 discs due to piracy concerns by Sony. Although the HDD included with the Linux Kit is not compatible with PlayStation 2 games, reformatting the HDD with the utility disc provided with the retail HDD enables use with PlayStation 2 games but erases PS2 Linux, though there is a driver that allows PS2 Linux to operate once copied onto the APA partition created by the utility disc. The Network Adaptor included with the kit only supports Ethernet; a driver is available to enable modem support if the retail Network Adaptor (which includes a built-in V.90 modem) is used. The kit supports display on RGB monitors (with sync-on-green) using a VGA cable provided with the Linux Kit, or television sets with the normal cable included with the PlayStation 2 unit.

The PS2 Linux distribution is based on Kondara MNU/Linux, a Japanese distribution itself based on Red Hat Linux. PS2 Linux is similar to Red Hat Linux 6, and has most of the features one might expect in a Red Hat Linux 6 system. The stock kernel is Linux 2.2.1 (although it includes the USB drivers from Linux 2.2.18 to support the keyboard and mouse), but it can be upgraded to a newer version such as 2.2.21, 2.2.26 or 2.4.17.

The Linux kit’s primary purpose is amateur software development, but it can be used as one would use any other computer, although the small amount of memory in the PS2 (32MB) limits its applications. Noted open source software that compiles on the kit includes Mozilla Suite, XChat, and Pidgin. Lightweight applications better suited to the PS2’s 32MB of RAM include xv, Dillo, Ted, and AbiWord. The default window manager is Window Maker, but it is possible to install and use Fluxbox and FVWM. The USB ports of the console can be connected to external devices, such as printers, cameras, flash drives, and CD drives.

With PS2 Linux, a user can program their own games that will work under PS2 Linux, but not on an unmodified PlayStation 2. Free open source code for games are available for download from PS2 Linux support sites. There is little difference between PS2 Linux and the Linux software used on the more expensive system (“Tool”, DTL-T10000) used by professional licensed PlayStation game programmers. Some amateur-created games are submitted to a competition such as the Independent Games Festival’s annual competition. It is possible for an amateur to sell games or software that they develop using PS2 Linux, with certain restrictions detailed in the End User License Agreement. The amateur cannot make and sell game CDs and DVDs, but can sell the game through an online download.

As of 2003, this kit is no longer officially sold in the USA due to the entire allocation of NTSC kits being sold out, but it is available through import or through an auction site, such as eBay. Some incorrectly speculate it was used as an attempt to help classify the PS2 as a computer to achieve tax exempt status from certain EU taxes that apply to game consoles and not computers (It was the Yabasic included with EU units that was intended to do that).[citation needed] Despite this, Sony lost the case in June 2006. The kit was released in the spirit of the earlier Net Yaroze. PlayStation and Sony ended their support of hobbyist programmers with the support of Linux on the PlayStation 3 being discontinued.

The original version of the PS2 Linux kit worked on only the Japanese SCPH-10000, SCPH-15000 and SCPH-18000 PlayStation 2 models. It came with a PCMCIA interface card which had a 10/100 Ethernet port and an external IDE hard drive enclosure (as there is no room inside the unit). This kit cannot be used with any later model PS2 (which includes all non-Japanese models) because these models removed the PCMCIA port.

Later versions of the PS2 Linux kit use an interface very similar to the HDD interface/Ethernet sold later for network play (the later released Network adaptor was also usable with the kit, including the built-in 56k modem.) This kit locates the hard drive internal to the PS2, in the MultiBay. With this kit, only the SCPH-30000 model of PlayStation 2 is officially supported. The kit does though work equally well with models newer than SCPH-30000 with the exception that the Ethernet connection tended to freeze after a short period of use. Thus the newer SCPH-50000 PlayStation 2 model will only work correctly with PS2 Linux with an updated network adapter driver, which must be transferred to the PlayStation 2 HDD by using either an older model PlayStation 2 to transfer the driver or a Linux PC with an IDE port. Both methods involve swapping HDDs. This is due to the inability to use USB Mass Storage devices with the relatively old kernel (version 2.2.1) shipped with the kit.

The slim SCPH-70000 PlayStation 2 model does not work with PS2 Linux at all, due to the lack of a hard drive interface, though a very few early models in this revision had solder pads of an IDE interface on the motherboard that could be used (but required modding of the console, thereby voiding its warranty.) Even so, it is possible to network boot from a PXE server.

PS2 Linux installation DVDs are region encoded, as are all other PS2 game discs. A European/PAL disc will be rejected by an NTSC PlayStation 2 game system; however this is only at boot time: if the user has a mod that allows them to load a PAL disk, then the PS2 Linux boot loader supports both PAL and Linux (read the documentation to determine the button presses), so once they are past the "DVD not supported", they can boot Linux and then later start X Window in NTSC mode.

Ever since the discontinuation of the PS2 Linux Kit and some time before that there has been a large, less active group who have tried and succeeded to run the Linux operating system through other methods, most notably using the KernelLoader Linux loader developed by Mega Man since 2008 where they have copied the necessary kernel files onto removable storage or DVDs formatted as Video DVDs due to Sony's anti-piracy efforts which restrict any data DVDs and loaded them through the program.

Through this method it has become possible to use custom Linux distros and other UNIX-like operating systems compiled for the PlayStation 2 and this has enabled users to use more compatible Linux kernels with smaller footprints and programs specially designed for the console. These methods often require the use of PS2 exploits such as Free MCBoot which allows the end user to boot from the PlayStation 2 memory card and launch custom made homebrew applications packaged as ELF files and other exploits such as SwapMagic etc. however these tend to void the warranty as some require the opening of the PlayStation 2 console itself.

HDD
PlayStation.2
PS2 Linux
Beta Release1
SONY

Peripherals

Various accessories for the PS2 have been produced by Sony, as well as third parties. These include audio and video input devices like microphones and video cameras, and cables for better sound and picture quality.

Hard disk drive

Developer Sony
Released date July 19, 2001

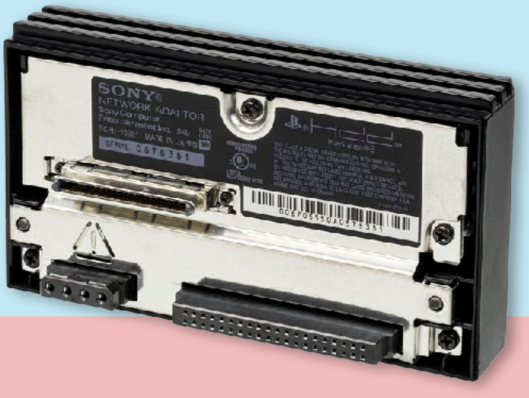
The PlayStation 2 Hard Disk Drive (PS2 HDD) was released on July 19, 2001 in Japan and on March 23, 2004 in North America. It requires the Network Adaptor to connect to the PS2 and to receive power. The HDD has a 40 GB capacity that can be used by games to reduce load time by putting data on the hard drive temporarily, or back up memory card data. The HDD can be transferred to another PS2 system and files on the HDD can be accessed, but those specific programs cannot be booted without being reinstalled. Contrary to popular belief, a complete reformat of the HDD is not necessary upon transfer of the HDD between consoles, or else it would not be useful to have the HDD be preformatted and have preinstalled software, as is the case with the North American HDD unit. An HDD Utility Disc is included to allow maintenance of the HDD (including defragmentation, disk repair and formatting utilities, along with a file manager browser) and in North America, Final Fantasy XI is also included.

Network Adapter

Developer Sony
Released date July 19, 2001

For the older models (non-Slim) of the PS2 console, a network adapter was needed to play online and use a hard drive. All versions of the Network Adapter provide an Ethernet port, while some North American versions also featured a phone-line port for dial-up connection. The newer slimline versions, however, have an Ethernet port built into them, making the Network Adapter unnecessary and hard drive use nearly impossible, as well as ruling out any need to keep the network adapter in production.

Playing online games requires that users set up the system's network connection configuration, which is saved to a memory card. This can be done with the network Startup Disk that came with the network adapter or using one of the many games that had the utility built into them, such as Resident Evil Outbreak, to set up the network settings. The new slimline PlayStation 2 came with a disk in the box by default. The last version of the disk was network startup disk 5.0, which was included with the newer SCPH 90004 model released in 2009. However, as of December 31, 2012, the PlayStation 2 has been discontinued, and the servers for games have all since been shut down.



Vertical / Horizontal Stand

Developer Sony

The Vertical Stand is attached to the PlayStation 2 console to allow it to stand vertically. Three different versions are available: SCPH-10040 for original (large) consoles, SCPH-70110 for slimline SCPH-700xx consoles and SCPH-90110 for slimline SCPH-900xx consoles.

The horizontal stand is attached to the base of original "fat" PlayStation 2 consoles to add height, and style.

SONY
PS2
SONY
PS2
SONY
PS2

HORI
FINAL FANTASY X-2 VERTICAL STAND
ファイナルファンタジーX-2 縦置きユニット(可変式)
©2003 SQUARE

FFX2 Vertical Stand

Manufacturer Hori

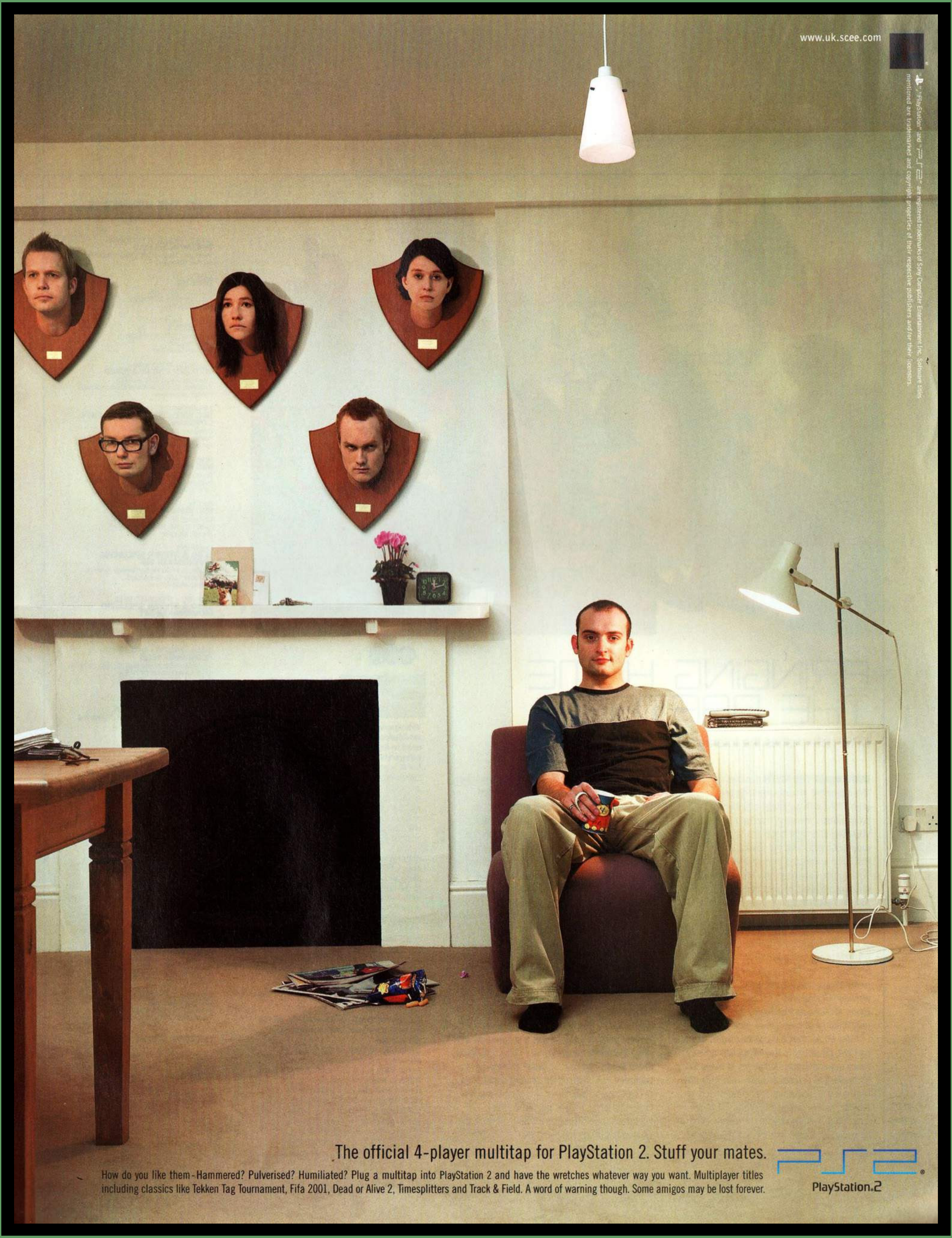
This is a Final Fantasy X-2 themed vertical stand for the PS2 console. While it holds the console in an upright position, a Final Fantasy X-2 logo will lighten up in blue color. No additional power supply for this was required, as the stand takes the power from the PS2 USB port.

PlayStation 2 Headset

The PlayStation 2 Headset is a USB headset used with the PS2. While the original headset was produced by Logitech and distributed with SOCOM, other headsets that support the usb-audio class may be compatible.

The PS2 headset can also be used on PCs as it is a standard USB headset. No drivers are required in Windows, Mac OS X or Linux.

The headset is most commonly used in online multiplayer games; however, it can also be used in some karaoke style games, for voice control, and to enhance the immersive experience of some single player games.


www.uk.scee.com
The official 4-player multitap for PlayStation 2. Stuff your mates.
PlayStation.2

How do you like them-Hammered? Pulverised? Humiliated? Plug a multitap into PlayStation 2 and have the wretches whatever way you want. Multiplayer titles including classics like Tekken Tag Tournament, Fifa 2001, Dead or Alive 2, Timesplitters and Track & Field. A word of warning though. Some amigos may be lost forever.

", "PlayStation" and "PS2" are registered trademarks of Sony Computer Entertainment Inc. Software titles mentioned are trademarked and copyright properties of their respective publishers and/or their licensors.

Memory Card

Developer Sony
Serial number SCPH-10020

The Memory Card Magic Gate is used to store settings, EyeToy video messages and savegames. Official Sony memory cards are only available at a size of 8 MB, the memory card came in black, crimson red, and ocean blue.

Later, Sony partnered with a third-party accessories company Katana to make Memory Cards that came in 16 MB and 32 MB. These Memory Cards were officially licensed products and has the PlayStation 2 logo, and says Magic Gate on them.

Third party memory cards are available up to 128 MB.

PlayStation 2
8MB
MEMORY CARD
MagicGate
SONY

Multitap

Developer Sony
Serial number SCPH-10090 / SCPH-70120

The Multitap for allows up to four controllers and four memory cards to be attached to a single controller port and memory card slot Up to 8 controllers and memory cards may be attached to the console at any one time by using two multitaps simultaneously.

Certain Multitaps will not work with specific PS2 models due to slight differences in slot placement. SCPH-10090 was designed to fit the original consoles, while SCPH-70120 was instead designed for the slim consoles.

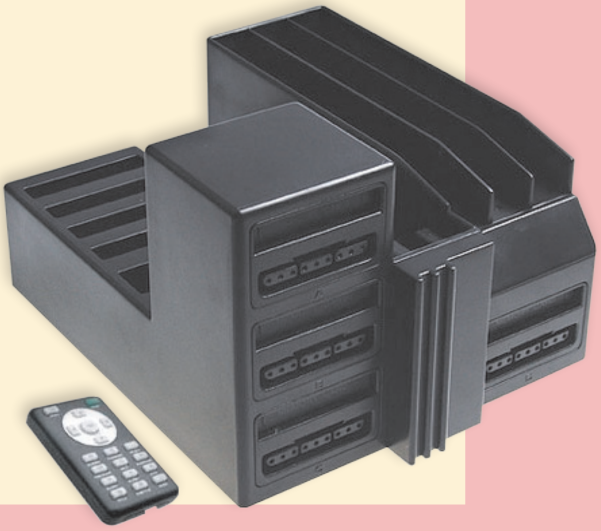
SONY
MULTITAP
SONY
MULTITAP
PlayStation 2

4 in 1 Vertical Multi-tap Stand

Developer Mobile Fun

4-in-1 vertical multi-tap stand was specialized for PS2 Slim. It expands the number of controller slot and saves space and provides better cooling effect for the console. The stand also came with a remote for the DVD playback.

It was only compatible with PS2 7000x series.



EyeToy

Developer	Sony
Manufacturer	Logitech, Namtai
Released date	October 2003
Serial number	SLEH-00030 / SLEH-00031 / SCEH-0004

The EyeToy is a color webcam for use with the PS2. Supported games use computer vision and gesture recognition to process images taken by the EyeToy. This allows players to interact with the games using motion, color detection, and also sound, through its built-in microphone.

The camera is manufactured by Logitech (known as “Logicool” in Japan), although newer EyeToys are manufactured by Namtai. The camera is mainly used for playing EyeToy games developed by Sony and other companies. It is not intended for use as a normal PC camera, although some programmers have written unofficial drivers for it. The EyeToy is compatible with the PS3 and can be used for video chatting. As of November 6, 2008, the EyeToy has sold 10.5 million units worldwide.

The EyeToy was conceived by Richard Marks in 1999, after witnessing a demonstration of the PlayStation 2 at the 1999 Game Developers Conference in San Jose, California. Marks’s idea was to enable natural user interface and mixed reality video game applications using an inexpensive webcam, using the computational power of the PS2 to implement computer vision and gesture recognition technologies. He joined SCEA that year, and worked on the technology as Special Projects Manager for Research and Development.

Marks’s work drew the attention of Phil Harrison, then Vice President of Third Party Relations and Research and Development at SCEA. Soon after being promoted to Senior Vice President of Product Development at SCEE in 2000, Harrison brought Marks to the division’s headquarters in London to demonstrate the technology to a number of developers. At the demonstration, Marks was joined with Ron Festejo of SCE Camden Studio (which would later merge to become SCE London Studio) to begin developing a software title using the technology, which would later become EyeToy: Play. Originally called the iToy (short for “interactive toy”) by the London branch, the webcam was later renamed to the EyeToy by Harrison. It was first demonstrated to the public at the PlayStation Experience event in August 2002 with four minigames.

Already planned for release in Europe, the EyeToy was picked by SCE’s Japanese and American branches after the successful showing at the PlayStation Experience.

The camera is mounted on a pivot, allowing for positioning. Focusing the camera is performed by rotating a ring around the lens. It comes with two LED lights on the front. A blue light turns on when the PS2 is on, indicating that it is ready to be used, while the red light flashes when there is insufficient light in the room. There is also a microphone built in. A second, newer model of the EyeToy provides similar features, but sports a smaller size and silver casing.

PlayStation 2
EyeToy Groove
PlayStation 2
EyeToy Play
PlayStation 2
NET PLAY ONLY
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Published by Sony Computer Entertainment Europe. Developed by London Studio.

711719686644

A/V Cables

Various A/V cables have been made available for the PS2, which offer varying levels of picture quality. Additionally, the PS2 features a TOSLINK port, which facilitates the output of digital S/PDIF audio - 2-channel LPCM, 5.1-channel Dolby Digital and 5.1-channel DTS (the latter two are only available during DVD playback when it is encoded on the disk). The PS2 is compatible with all PlayStation and PS3 cables which use the AV-multi port.

RFU adapter

The RFU Adapter (SCPH-1122) is an RF Modulator and cable that carries mono audio and video at 576i/50 Hz (PAL) or 480i/60 Hz (NTSC) via an RF signal and connects using a TV aerial plug. It is similar to the RFU adapter cable available for the PlayStation.

SONY
PlayStation
RFU ADAPTOR
SCPH-1122
N1158

AV (Composite) cable

The AV cable (SCPH-10500) is included with the PS2 and carries dual-channel (stereo) audio and composite video at 576i/50 Hz (PAL) or 480i/60 Hz (NTSC). It is identical to the composite cables available for the PlayStation and PS3. Consoles in PAL territories also come bundled with a composite/stereo SCART adapter block to facilitate connection to SCART enabled TVs. This is merely an adapter and provides no quality improvement over a direct composite connection.

S-Video Cable

The S-Video cable (SCPH-10060U/97030) carries dual-channel (stereo) audio and s-video at 576i/50 Hz (PAL) or 480i/60 Hz (NTSC), which provides a clearer picture than the standard AV cable.

AV Adaptor

The AV Adaptor with S Video Out Connector (SCPH-10130) is a break-out box which provides an additional AV-Multi out port, as well as composite, s-video and stereo audio connectors to allow connection to an AV receiver or similar device.

EURO AV (RGB SCART) cable

The EURO AV Cable (SCPH-10142) is a SCART cable capable of carrying 576i/50 Hz or 480i/60 Hz using the RGB standard, as well as standard stereo audio and composite video. It provides a clearer picture than either s-video or composite signals. To use the EURO AV cable, the PS2 must be set to RGB mode in the options.

Component AV cable

The Component AV Cable (SCPH-10490) is a cable capable of carrying 576i/50 Hz or 480i/60 Hz using the YPBPR and RGB standards, as well as standard stereo audio, via RCA connectors. It provides a clearer picture than either s-video or composite signals. It is also required for games which support other video modes such as “progressive scan” (480p) or 1080i. Most PS1 games output at 240p through the cable, which may cause compatibility issues with some newer TV’s. To use the Component AV cable, the PS2 must be set to YPBPR mode in the options.

D-Terminal cable

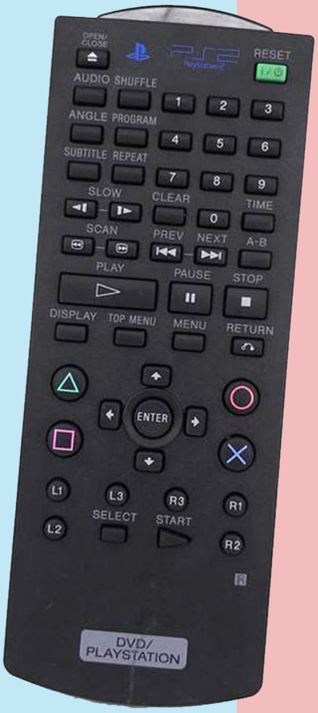
The D-Terminal cable is identical to the component cable other than its connector. It was sold only in Japan and uses the Japanese D-Terminal standard.

VGA Cable

The PlayStation 2 VGA cable carries RGBHV video via a VGA connector. It is only compatible with progressive scan games and PS2 Linux. Since the PS2 does not output separate sync, sync on green must be used instead, which may be incompatible with some monitors.

DVD Remote Control

Developer Sony



The DVD remote control is an infra-red remote control for the PlayStation 2 designed to allow easier control of DVD movies. The first remote SCPH-10150 came bundled (as SCPH-10170) with an infra-red receiver dongle SCPH-10160 which attached to one of the PS2’s controller ports; this dongle is not needed on later PS2 models (beginning from SCPH-500xx) and slimline PS2 models (SCPH-700xx to SCPH-900xx) as they feature an integrated IR port.

There are two different models of the DVD remote control released, which only had minor differences. The first released is the SCPH-10150. The second, SCPH-10420, is functionally and visually identical apart from the addition of eject and reset/power buttons. However the eject button will only work on PS2 models SCPH-100xx to -500xx, as the slimline PlayStation 2 models had no motorized disc tray to eject.

Both versions of the remote feature all the standard PS2 buttons in addition to DVD playback controls.

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i control. i race. i mobilize.

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You play your game perfectly, tightly gripping an InterAct gamepad. From behind the TV, an S-video cable brings you crisp, clear picture and sound. Your frustration level is low because you're using GameShark® for infinite health and ammo.

No, we don't make games. But we do make your gaming experience more enjoyable. GameShark and Gamepads. Memory Cards and Monitors. Even simple stuff, like Adapters and AC cables.

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*“advert **PSM2**”*

I-LINK COMBO REPEATER HUB

price: £50

For everyone who’s been ringing us up to ask about playing their mates via i-Link - we’d suggest this beauty. The hub’s got six FireWire ports (they’re the ones that connect to your i-Link port) and four USB ports, so it’ll even work for connecting to Digital Cameras and Keyboards. Manufactures SNNTech maintain that it’s fine for Gran Turismo 3, and it includes one FireWire cable and a Power Supply. You can even stack loads of the m together… should you want to. Give them a ring.

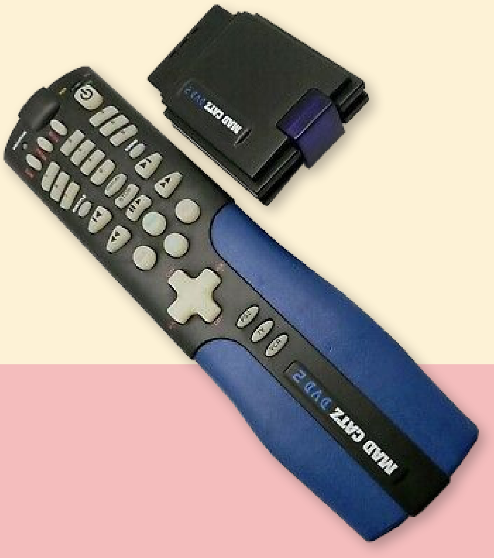
Mixed USB / FireWire HUB
POWER
USB
FireWire

Mad Catz DVD 2 Remote Controller

Developer Mad Catz

MADCATZ 8241 DVD 2 is a multi-function DVD wireless
remote with ergonomic design. It feature IR technology for
universal television control, which makes it compatible with
the PS2, TV and VCR.

The receiver, which is inserted in the PS2 controller port als has an open controller port, so it leaves both ports open.

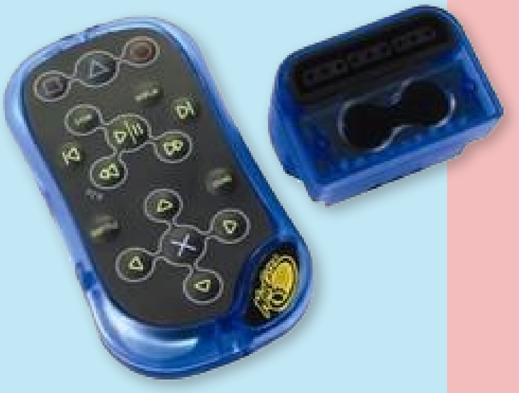


Mad Catz Mini Remote

Developer Mad Catz

The Mad Catz DVD Remote will also function as a Universal Remote which will give users control over a TV and VCR. The controller is fully functional with an array of features like recall, mute, subtitle, display and sound.

It was also bundled with a PS2 Stand.



Swap Magic

The Swap Magic disc allows the user to boot into software which allows the system to read discs that it would normally refuse because of the lack of a burst cutting area on discs that have been burned with an ordinary DVD drive, as opposed to regular retail discs which are stamped or pressed en masse. The user then removes the disc (after installing small modifications to prevent the system from detecting the drive being opened) and replaces it with another disc which can then be started. The software also allows other homebrew software to be run from a memory card or USB flash drive.

Swap Magic and most other non-Sony-made PS2 bootable discs use a method of “growing” and “splicing” stampers from original PS2 discs, a method of growing a stamper from an original game disc and joining a new stamper with the program data on to it; in essence, the resulting discs contain a portion of an original disc.

Datel, the first company outside Sony to make a bootable PS2 disc, researched the protection and produced their own discs with protection in their on-site mastering facility.

Swap Magic v1 was released and is compatible with the v12 slim PS2. Swap Magic v2 was released after Sony had slightly changed the design of their console in the v13-15 models of the slim PS2, and Swap Magic v1 did not work with those models. Version 2 was widely criticized as it required the user to open the console and, therefore, voided the warranty. The company responded to this criticism by releasing Swap Magic v3, which did not require any opening of the console.

Swap Magic v3.8 (also known as CODER) was released, which adds the ability of loading Action Replay cheats into the booted game. However, some users have complained that CODER has some compatibility issues as well as known bugs. For example, some games that work on v3.6 do not work with CODER. Consequently, v3.6 remains the most popular version of Swap Magic.

PlayStation 2
SWAP MAGIC 3
PlayStation 2
Der sichere und einfache Weg um PS2 CD / DVD Backups oder Original Importe abzuspielen
Deluxe Edition
SWAP MAGIC 3 plus
Version 3.6
START
SLIDE
SWAP
PLAY
- Geeignet für alle PlayStation 2 Konsolen
- Ohne Löten oder Öffnen der Konsole
- Verbessertes Bootverhalten
- Kinderleichte Handhabung
- PAL / NTSC Umschaltung
- Kein Garantieverlust !
- Startet CD und DVD Importe / Backups
- Multidisc tauglich
- Multilingual
inklusive Swap Magic CD & DVD
www.swapmagic3.de
CODER
DVD
SwapMagic 3 plus
PAL

Swap Magic

Flip Top Cover

The Flip-Top PS2 Cover allows users to play all forms of PS2 CD-R & DVD-R media with the Swap Magic CD's. This is performed by swapping the Swap Magic Disc with the PS2 CD-R & DVD-R games by lifting the Flip-Top lid. To install it, one would take off the current PS2 cover and replace it with new Flip-Top cover. Swap Magic v3.0 CD's was also included.

The Flip-Top lid need the Free McBoot Memory Card Mod or the Swap Magic Disc Set to work.

PS2 Swap Magic Slide Tool

The Swap Magic Slide Tool for the PS2 allows users to play import, backup games and FreeMCBoot without a modchip. The plastic piece opens the disk tray without pushing eject, which let users bypass the PS2 protection. It should be used with Swap Magic 3.

It is is compatible with most PS2 models (including the V9 version SCPH50000).

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MAX MEDIA PLAYER™
price: £14.99

Transform your PS2® into a powerful media player capable of playing video, audio and even retro games!

- Play MP3 music files and AVI Movies from CD-R or Flash Drive.
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FOR PLAYSTATION 2
MAX media player
music
movies
games
cd-r
Transform your PS2 into a powerful media player capable of playing video, audio and even retro games!
datel

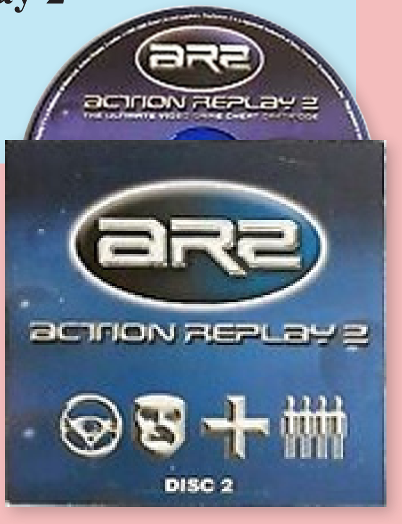
Action Replay

Action Replay is the brand name of a cheating device (such as cheat cartridges) created by Datel. The Action Replay is available for many gaming systems including the Nintendo DS, Nintendo DSi, Nintendo 3DS, PSP, PS2, GameCube, Game Boy Advance, and the Xbox.

Typical cheating options include power-ups, level warping, and display of internal game data, which are not normally seen by the player. Some other typical features include:
- Infinite lives, invulnerability, permanent power-ups, no collision detection, walk through walls, one-hit kills, super-high jumps, infinite money, etc.
- Obtain any item in the game, even those not normally obtainable (e.g. debug or removed items).
- The ability to download, upload, import and export saved games to the Internet or a storage device.
- Allowing the player to save the game state to disk, so that the game can be restarted from that point even if it does not support saving.
- Region-free operation.
- Loading of third-party (homebrew) applications/games, not backup copies of retail games.

The PlayStation 2 releases:
  Action Replay 2 (2000)
  Action Replay 2 V2 (2001)
  Action Replay MAX (2003)
  Action Replay MAX EVO (2004)
  Action Replay MAX EVO (2009)

Action Replay 2



Action Replay 2 V2

Developer Sony
Serial number SCPH-10020

The Action Replay 2 supported cheat code entry but did not have tools for creating them. This was also the first Action Replay to use encrypted codes. The use of encrypted codes was to keep cheat codes from competing Game Enhancer software being used. The Action Replay software was stored on a DVD and new cheats would be stored on a standard memory card. Initially, a cheat disc for PlayStation games was included. A automatic game recognition system was added which would automatically select the game that was inserted into the system. There was also multi region DVD player software. Codes were updatable through the use of a Broadband adapter or could be manually entered through use of a controller or standard USB keyboard. Game Saves can be compressed on the memory card or can be transferred to and from a Pen Drive, which is included in some releases.

“gamescrazydeals.com”

*"advert **PSM2**"*

ACTION REPLAY 2

price: £29.99

AR2 is a combination of scabby Memory Card lookalike and cunning Sony-baiting disc. Trapped on the disc are hundreds of codes which allow you to render all your games easy and pointless. While this sounds frankly stupid, there are moments in all games were we wish you could become invincible for a bit or could skip that really tricky level. And even if you love a really hard challenge, AR2 shares all the features of the slightly cheaper and miraculous DVD Region X, so you can play DVDs from anywhere in the world in full RGB (no green screen) quality.

ar2
V2
Unleash
ACTION R
CHEAT CARTRIDGE

Action Replay MAX

Action Replay Max includes more than 30,000 codes for PS2 titles. With the Action Replay download network, players could download codes for titles. Including having the PS2 system automatically download codes from the Codejunkies website every time the system boots up. Included in the software is a memory card manager that frees up more space on any memory card. The DVD movie player allows players to watch movies on your PS2.

Action Replay Max is also compatible with PS2 Slim console.

Action Replay MAX
Home
INSERT GAME DISC OR DVD NOW
MY DEVICES
DVD Region X
Multi Region DVD Enabler
choose region
to choose a region | Press to play your DVD
Enter the Matrix
Damage codes
Damage codes
Vary just how much your hits will hurt the enemy
One Hit Kills
Use this cheat and you'll only have to give the enemy a nasty look and they'll fall over dead. Nice!
EFFECT
to vary the effect level of this option
datel
FOR PLAYSTATION 2
AR ACTION REPLAY MAX
UNLEASH THE POWER BEAT THE GAME!
• Unlimited lives
• Extra ammo
• Hidden levels
• Play import movies
...and much more!
OVER 30,000 CHEAT CODES!
NOW WITH LIVE ONLINE CODE UPDATES!
GO ON-LINE WITH YOUR PS2 FOR INSTANT AR MAX CODE UPDATES USING YOUR BROADBAND CONNECTION
MAX

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Action Replay MAX™

price: £19.99

The ultimate gamebuster for PS2® users everywhere. MAX Strenght, MAX Power, MAX Ammo, Infinite Health and much more are just a button press away. Need new codes for the latest games? No problem!

Action Replay MAX™ is the only cheat system that can send lightning-fast broadband code updates direct to your PS2® in seconds... free! Now you can say goodbye to manual code entry forever*.

TAKE YOUR GAMINGTO THE MAX!

Action Replay MAX
Device contents
Move to MC 2

Graphic interface makes it so easy to select the cheats you want

Action Replay MAX
New games
Updated codes

Download new codes for the latest games in seconds

DVD Region X
choose region

Watch DVD movies from any region in the world

Enter the Matrix
Damage codes
One Hit Kills
EFFECT

Save up to 10 times more data on your PS2® Memory Card

---

*To get the most out of Action Replay MAX's™ revolutionary new features a PS2® network adaptor and an existing account with a broadband internet provider are recommended. For users without broadband, code updates can still be performed manually using a standard PS2® game controller or a Datel PowerBoard (available separately)

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The new Action Replay MAX™ is packed with EVEN MORE gamebusting and multi-media features!

Action Replay MAX™ EVO Edition

price: £29.99

EVO has all the powerful features of Action Replay MAX™ - and much more!

This deluxe edition of the world’s favourite cheat device includes a PS2® compatible 16MB flash drive. Slot the Flash Drive into any internet-enabled PC and download all the latest online Action Replay codes and game-busting saves, then transfer them to your PlayStation® 2. Or why not upload your saves to the internet and prove you’re the best gamer!

Plugs directly into PS2® USB port

Connects to USB 1.1 or USB 2.0 PC port

Share your files across the web. Download the latest codes and gamesaves

***No PS2® broadband? No problem!** Download all the latest Action Replay MAX cheat codes from any internet-enabled PC to your PlayStation 2 using any USB Flash Drive, or why not buy MAX EVO Edition complete with 16MB Flash Drive?*

FOR PS2
ACTION REPLAY MAX
ACTION REPLAY MAX
THE ULTIMATE CHEAT SYSTEM FOR PS2®
THE ULTIMATE CHEAT SYSTEM FOR PS2
PACKED WITH OVER 50,000 CHEAT CODES
PLUS POWERFUL BUILT-IN BONUS FEATURES
FREE ONLINE UPDATES
MAX MEDIA PLAYER
IMPORT DVD MOVIE PLAYER
MEMORY CARD MANAGER
INCLUDES 16MB FLASH DRIVE
THE FAST AND EASY WAY TO ACCESS THE LATEST ONLINE CODES, GAME SAVES AND MORE!
UNLEASH THE POWER • BEAT THE GAME

Action Replay MAX EVO

Action Replay MAX EVO EVO Edition came with a 128MB MAX Drive flash pen. Users could transfer codes and saves, and back up their memory cards to their hard drive

If users had broadband enabled on their PS2, Action Replay’s Advanced Code Engine (A.C.E.) automatically downloads a game’s codes direct to their console, including automatically recognising the game that’s in the PS2.

MAX also included DVD Region X, a dynamic region-enabler that lets users watch imported NTSC DVDs on their American PS2.

Teh EVO Edition also contains a 128MB flash drive and all the functionality of the MAX Drive product. Users can archive their saves with the flash drive, moving them to their PC using the provided software, and transferring them back to the PS2.

EVO EDITION
INCLUDES 16MB FLASH DRIVE
PS2
ACTION REPLAY
MAX
ALL VEHICLES
MAX AMMO
INFINITE HEALTH
EXTRA CHARACTERS
OVER
CHEAT CODES
100% UNOFFICIAL
THE ULTIMATE CHEAT SYSTEM FOR PS2
INSTANT FREE ON-LINE UPDATES WITH YOUR PS2 BROADBAND CONNECTION OR VIA YOUR PC

NEW

FOR PS2™

THE ULTIMATE CHEAT CODE CARTRIDGE NOW HAS A BIG BROTHER

ACTION REPLAY™ 2 FOR PS2

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ACTION REPLAY 2
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Limited Edition
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COMING SOON

FEATURING GAME BUSTING CHEATS FOR THE BIGGEST AND BEST PS2 TITLES INCLUDING:
RIDGE RACER V™ • TEKKEN TAG™ • FIFA 2001™ • TIME SPLITTERS™ • INTERNATIONAL SUPERSTAR SOCCER™ • DEAD OR ALIVE:HARDCORE™ • READY 2 RUMBLE:ROUND 2™ ...AND MANY MORE!

CHEAT WARE by Datel

codejunkies
www.codejunkies.com

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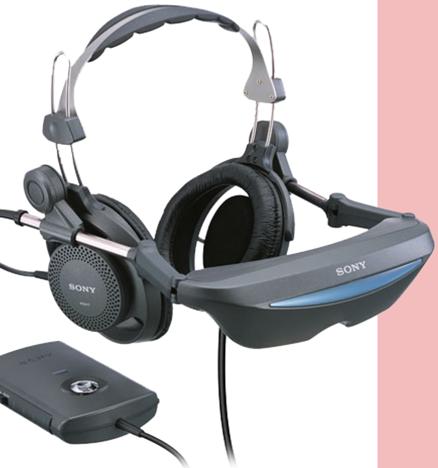
Controller Adaptor Converter

This is a controller adapter which let users connect a PS2 controller to a PS3 or a PC. The adaptor are connected to the USB and feature a PS2 plug on the other end.

It is not compatible with all PS3 games due to Sixaxis function and PS button on PS3 controllers

Sony PUD-J5A headset

Developer	Sony
Released date	September 26, 2002
Serial number	PUD-J5A



Released in 2002 and available only in Japan, it was originally sold for 598000 yen (around $500 US) on the Sony Japan website. The headset uses stereoscopic technology, projecting two slightly different images to each eye to simulate 3D vision, as well as motion sensor-based head tracking to capture players' head movements. It has two 0.44-inch LCD panels of 180,000 pixels each, providing an image equivalent to a 42-inch screen at a distance of 2 meters. It can play a 360° video, either on the PUD itself (players would turn their head to see what's happening around them) or on 3 PS2 displaying a 220° field of view.

The headset features adjustable over-ear headphones; an adjustable head-mounted display; manuals; and a control box with video, USB, and power inputs. It would connect to the PS2 by the regular composite video or S-video and RCA audios cables and by an USB cable.

This technology, called FourthView, is used in the Virtual Eyes collection, the Real Train Simulator The Keihin Kyuko Lines, Over the Monochrome Rainbow, The Visual Mix and in Space Venus.

There are only 6 of games wich supports the headtracking. Among them are 4 modern day flight simulators, 1 rollercoaster simulator and an interactive video" game:

- Energy Airforce
- Virtual View: R.C.T. Eyes Play
- Simple 2000 Series Vol. 33: The Jet Coaster - Yuuenchi Otsukurou!
- AirForce Delta: Blue Wing Knights
- SideWinder V
- Energy Airforce aimStrike!

"http://playstationcollecting.com"

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USB Headset + USB Keyboard + Broadband Cable

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LIVE Instant messaging

The world's first online chat client for PlayStation®2! Have fun and make new friends - all direct from your broadband-enabled PlayStation®2.

MAX-IM £14.99

Powerboard™ is ideal for online chat and instant messaging, and can be used to play keyboard compatible games such as SOCOM II™.

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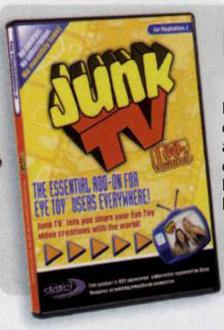

Reality TV on your PS2®

Exchange EyeToy™ video clips with your friends, and check out all the crazy videos uploaded by other users. Requires broadband-enabled PS2®.

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USB Headset

Game Talk™ is a headset that allows you to chat, challenge, strategise and taunt - in real time - during online PS2® gameplay.

Encourage team mates and trash your opponents in the lobby rooms of the coolest online games, ahead of the showdown.

GAME TALK £24.99

10 Games for only £4.99

Whether you're a retro junkie or simply enjoy great gameplay, you're guaranteed hours of fun with MaxPlay Classic Games. MaxPlay includes 10 highly addictive games for your PlayStation®2.

From shoot-em-ups to puzzle games MaxPlay has something for everyone.

Got a broadband enables PS2®? You can even upload your high scores to the web.

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Online Broadband Network Cable

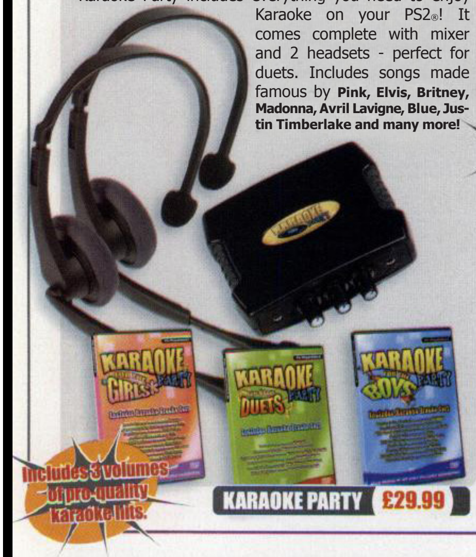
Simply plug the Online Network Cable into your broadband adaptor and connect to any DSL or cable modem.

This high quality PS2® cable supports full 10MBPS and 100MBPS ethernet connectivity.

ONLINE BROADBAND NETWORK CABLE £7.99

Think you can sing better than Justin Timberlake, Avril Lavigne or Pink? Now you can prove it!

Karaoke Party includes everything you need to enjoy Karaoke on your PS2®! It comes complete with mixer and 2 headsets - perfect for duets. Includes songs made famous by **Pink, Elvis, Britney, Madonna, Avril Lavigne, Blue, Justin Timberlake and many more!**



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Go wireless! Play online games or input Action Replay™ cheat codes without any cables. Comes complete with bonus MAXim instant Messaging and char software.

FREEBOARD £29.99

100% compatible with Action Replay MAX

PlayStation® 2 Max Memory

Max Memory™ comes with a bonus MAX MEMORY™ CARD MANAGER disc, a powerful software utility designed specifically for PS2®, giving you total control of your game saves. Load, save, copy and delete multiple files with ease. You can even compress your data using Max Memory's™ unique crusher option - letting you pack up to 10 times more data onto your memory card!

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MAX MEMORY 32MB £29.99
MAX MEMORY 64MB £39.99

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PS2 70000 Series Cooling Fan

This cooling fan is designed to keep the slim version PS2 console well ventilated to prevent overheating. The fan is installed by plugging it in the USB port and secure the fan to the console. When the console is powered on, the cooling system will start up. A built-in extra USB port for are featured, freeing up the USB port in use.

Soundstation 2

Manufacturer Logic 3

This 3 way sub woofer speaker system was originally designed for the PS2. This accounts for the grill like effect on the sub the subwoofer and on the 2 side speakers.

The system has a 300W output and a long speaker wire for the two side speakers. This means it is much easier to hear the stereo effects.

Powerplay Black 2.1 Speaker System

Manufacturer Competition Pro

This is a twin satellite speakers with a subwoofer providing a 160 watts PMPO output. The system also feature a 3D mode for enhanced sound.

The standard set up when connecting to a PS2 involves the console being connected to the sub woofer via a supplied double ended PS2 AV cable and then the normal AV cable connects from the sub woofer to the display. However, the supplied PS2 AV cable is only around 10cm long which means the console cannot be located far from the sub woofer. But a pair of audio RCA cable can be used to allow more freedom in locating the console and sub in relation to each other.

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PS2 2D Horizontal Surround Sound System

Manufacturer Intec

This sound system is designed and styled for the PS2 console. It allows use of additional PS2 accessories, including game screen, etc.

Thc system feature a built-in AV selector which allows multiple game consoles to connect to one AV input.

Compact Game Sound System

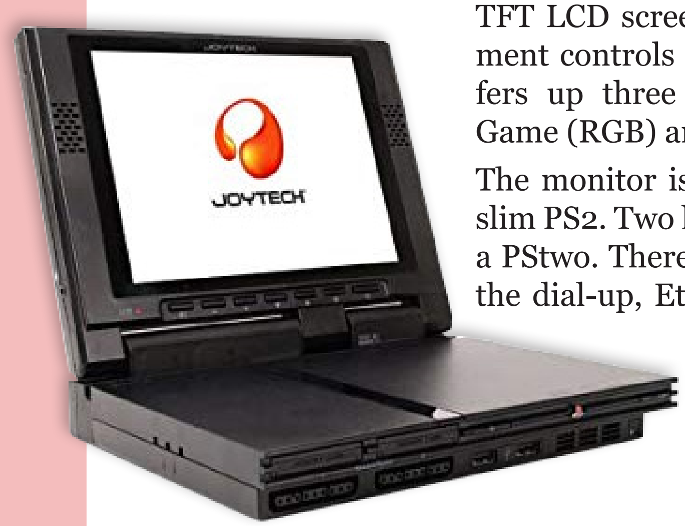
Manufacturer Intec
Serial number G7608

The Compact Sound System, which is specifically designed for the PS2 slim, features two 3-watt and two 1-watt stereo speakers. The speakers swivel down to a flat position, allowing for easy storage, and are custom-designed to blend with the PS2.

Joytech PS2 8” Monitor

Manufacturer Joytech

The Joytech monitor feature a 640x480 resolution TFT LCD screen and built-in SRS, full image adjustment controls (color, saturation, etc.). The screen offers up three viewing “input” modes, Game/DVD, Game (RGB) and Game (YCbCr).



The monitor is specifically intended for use with the slim PS2. Two large screws on the unit hold attach it to a PStwo. There’s a large open port on the rear so that the dial-up, Ethernet and optical audio outputs have access.

The screen uses the PS2’s power supply so only a single power cord is needed instead of two. The unit also ships with an in-car power adaptor.

*"advert **PSM2**"*

OLYMPUS EYE-TREK

price: £299

For years, we've wanted to strap a TV to our heads, but we've always worries about neck strain. Thankfully, at a tiny 85g, there's no danger of that with the Eye-Trek, which - apparently - looks like a 52" set viewed from two metres away. It's got stereo sound an connects directly to PS2's AV Multi Out connector, and the picture's perfectly sharp. Everyone we tried it on swayed a bit when they played in it, then acted as if we'd just punched them in the stomach when we told them the price.

7.0 Universal Game Screen

Manufacturer Mad Catz

The Mad Catz 7" Universal LCD Travel Display Game Screen is compatible to Xbox, PS2, Gamecube and DVD players, among other systems.

The screen have a 16:9 image aspect ratio with brightness, color balance, volume controls, built-in stereo speakers and dual headphone outputs.

7.0 TFT
UNIVERSAL | UNIVERSELLE
GAME SCREEN | ECRAN DE JEU
SUPER MARIO WORLD

Hip Screen Pad

Manufacturer Hip Gear

The Hip Screen Pad is a game controller with a monitor built into it that allows users to play games without a TV, which is available for the PS2, Xbox, and GameCube.

The controller is shaped like a Dual Shock 2 controller, but is slightly larger and heavier.

The 2.6" screen is mounted on a pivot that allows users to position the screen at different angles. It is also possible to adjust the color, brightness, and contrast of the screen. Since the screen is so small, it makes it difficult to play certain games, like RPGs or any other games with a lot of text.

There are also speakers mounted on either side of the screen along with a headphone jack.

Powerplay Travel Pack

Manufacturer Competition Pro

The Powerplay Travel Pack feature a 5.4” game screen hocked up to a travel pack. The screen is a colour monitor with stereo speakers and a headphone socket.

The screen also includes an in-car power adapter which allows connection of the PS2 and game screen to any standard 12 volt car lighter socket.

Intec 5.4-inch Color Game Screen

Manufacturer Intec

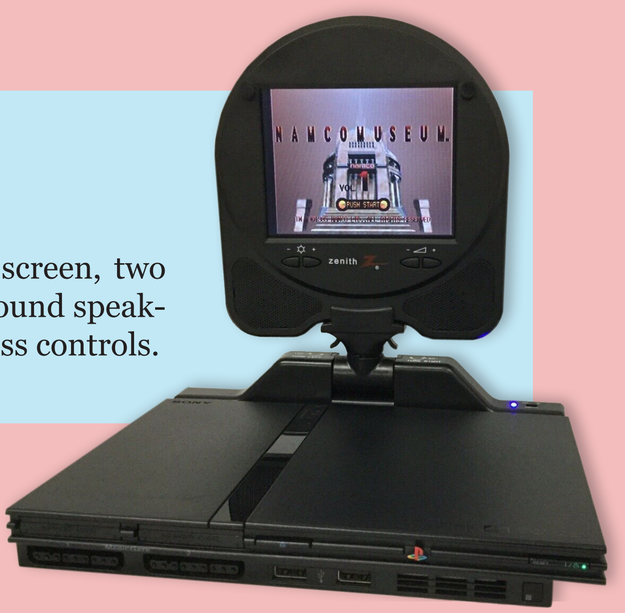
The Intec screen is styled to match the PS2 design and folds flat against the PS2 console for easy stowing.

The screen feature built-in stereo speakers and can connect to other devices via A/V or S-video.

Zenith LCD Display

Manufacturer Zenith

The Zenith screen featur a 5.0” color LCD screen, two headphone jacks, built in stereo, surround-sound speakers an on-screen digital volume and brightness controls.



Flat Panel LCD Display

FLAT PANEL
LCD DISPLAY
PLAY GAMES & MOVIES ON THE GO!
Bonus!
Mounting Bracket For The New Mini PlayStation®2
zenith

Manufacturer Zenith
Serial number G20911A

The Zenith screen features a 5-inch TFT color display, built-in stereo speakers, and the possibility to connect an external video source, like a DVD player, using an optional 3.5 mm to RCA jacks via the built-in A/V in. Two head phone jacks and on-screen display for brightness and volume controls

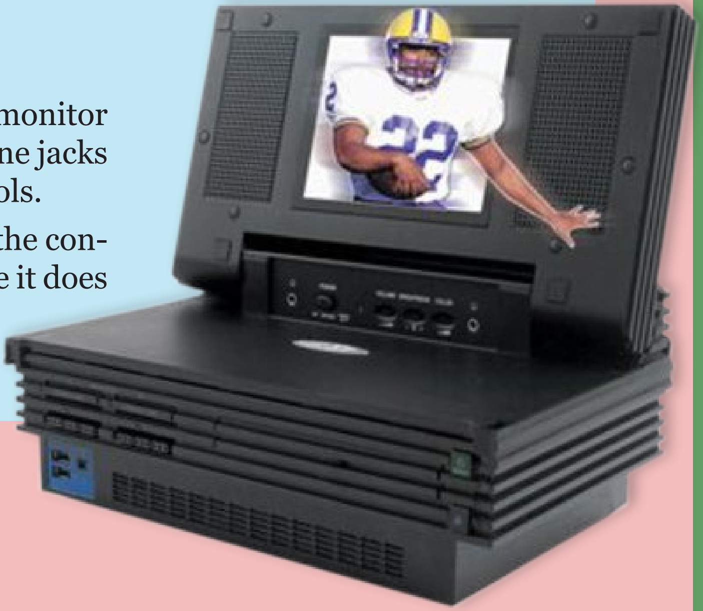
The G20911A screen feature a 270-degree viewing angle and a mount for the PS2 where the screen can be folded down when not in use.

PS2 LCD Monitor

Manufacturer Yobo Gameware

The Yobo screen feature a 5.4” LCD monitor with S-video and AV input, two headphone jacks and color, brightness, and volume controls.

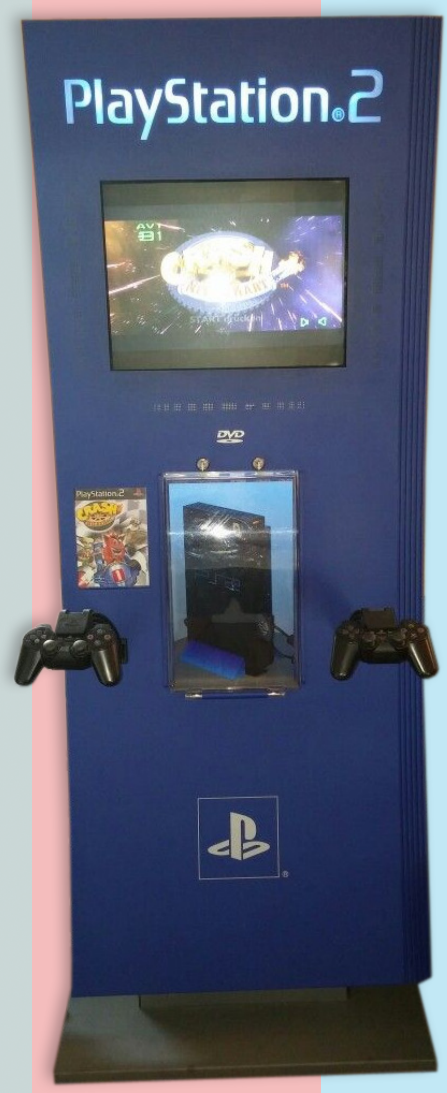
A little clip is attach which sluides on to the console. This is designed for the fat PS2 since it does not attach to the top of the slim model.



Game Cradle

The Game Cradle has a 10.2” TFT screen, and displays in 16:9 widescreen with built in stereo speakers. It is also able to accept cable or satellite TV signals.

Other accessories include a car adapter for mobile play/movies using the PS2 as a DVD player and a remote control.

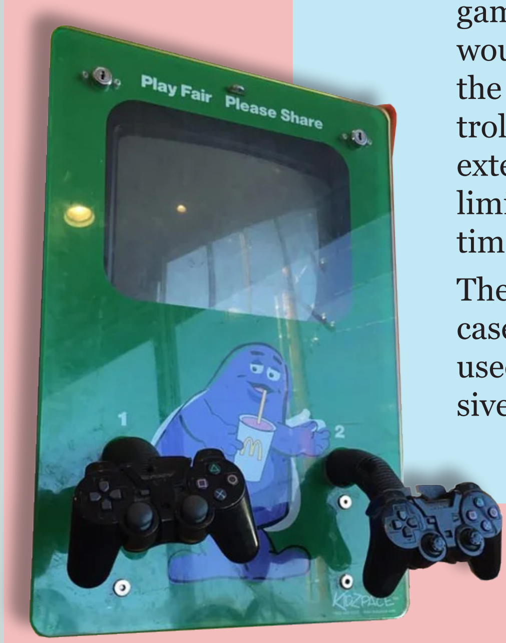


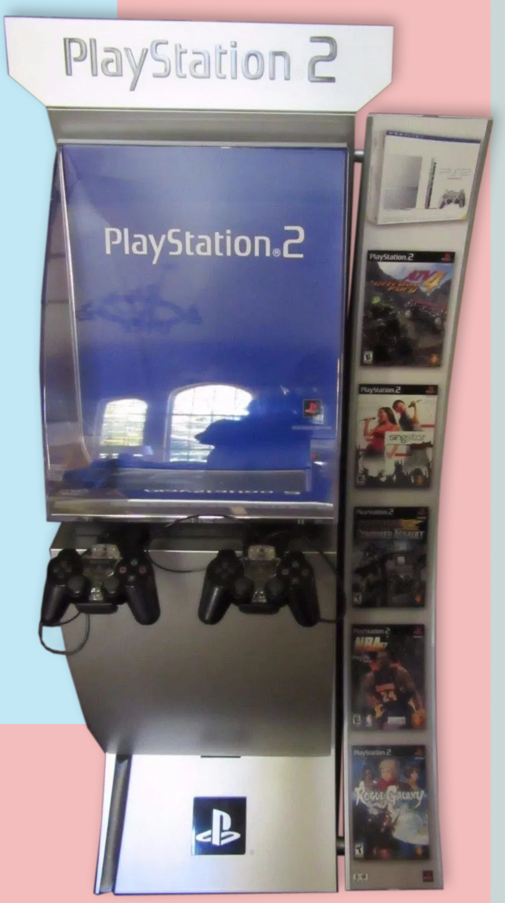
Demo Kiosk Stations

The Demo Kiosks stations have the hardware of the actual console and controller available for consumers to play at least a handful of games. The kiosks, usually seen at consumer electronics retailer and toy stores, became common place in early 80's with the introduction of Nintendo systems. When the sixth generation of video games, consisting of PS2, Xbox and Gamecube, the demo stations were commonplace. Some stores also had their own unique kiosks, separate from the official ones. These kiosk were often the reason for kids skipping school and hanging around the local shopping mall. Nowadays, demo kiosks still exist, but they aren't as ubiquitous as they used to be, mainly due to the fact that all consoles now allow users to download demo versions to their own system from their digital storefronts.

The PS2 kiosk usually allowed customers to preview new games. A plexiglass shield would protects and displays the console, and the two controllers was fixed in place. An external reset button would limit employee maintenance time.

The PS2 kiosks mostly showcased a retail game, but also used demo discs made exclusively for the kiosk.





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No rainchecks on all items and offers on this page.

Controllers

The pages lists various PlayStation 2 controllers, including joypad, wheels, lightguns, etc., both first-parties, as well as third parties.

DualShock 2

Manufacturer	Sony
Released date	March 4, 2000
Serial number	SCPH-10010

When the PS2 was announced, the DualShock 2 Analog Controller included with it was almost exactly the same externally as the previous PlayStation DualShock analog controller. There were however a few minor cosmetic changes. It has different screw positioning and one fewer screw. A blue DualShock 2 logo was added to the top of the controller, the connector is more square than the DualShock, and both the cable and connector are black rather than grey. The standard controller is black, rather than grey as with the original DualShock. The analog sticks are also noticeably stiffer than on the original DualShock.

Internally, the DualShock 2 was lighter and all of the buttons (except for the Analog mode, start, select, L3 and R3 buttons) were readable as analog values (pressure-sensitive).

The DualShock 2 has been made available in various colors: black, satin silver, ceramic white, slate grey, ocean blue, emerald green, crimson red, and candy pink.

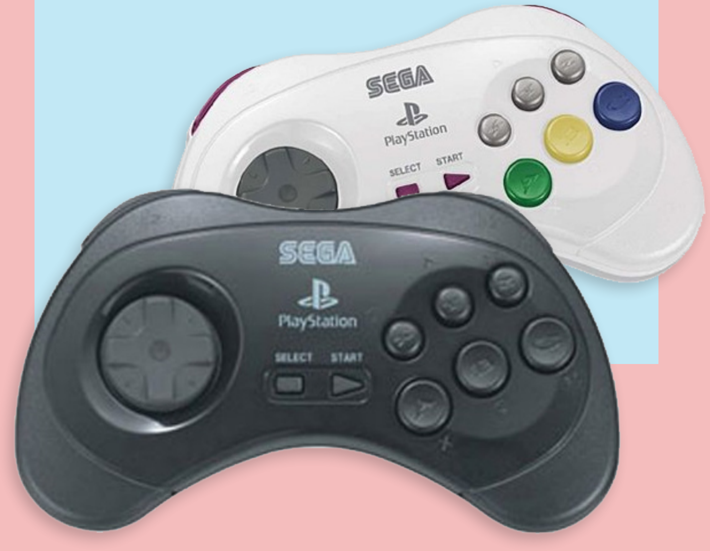
The original PlayStation is forward compatible with the DualShock 2. The PS3 is backward compatible with the DualShock and DualShock 2 by the use of third party peripherals, which connect the controller to the console via a USB port. However, the DualShock and DualShock 2 will not work properly with games that require Sixaxis functionality, such as Heavy Rain.

SONY
SELECT
START
ANALOG
PlayStation

Sega Saturn PS2 Controller

Publisher Sony, Sega
Released date 2005
Serial number SCPH-10010

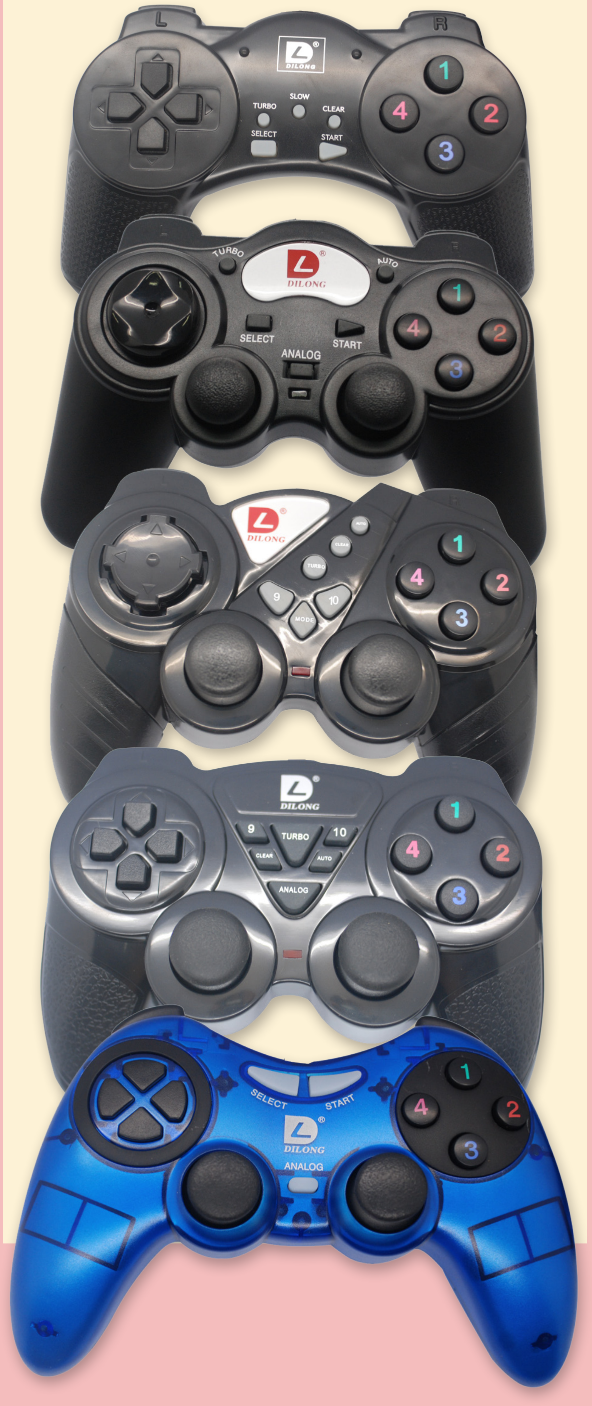
The Sega Saturn PS2 Controller is based around the Sega Saturn type-2/Japanese style controller. The controller is officially licensed by both Sony and Sega, and the first version was released in black exclusively in Japan in 2005. A second version was produced in the color purple as part of a joint venture between Sega and Capcom to coincide with the launch of Vampire: Darkstalkers Collection in Japan. Other than the connector, it is almost identical to the original Saturn controller, with a few minor changes. In place of the original Saturn start button are indented PlayStation style start and select buttons. Additionally, the reset, stop, play/pause, rewind and fast-forward labels above the X, Y, Z, L and R buttons have been removed, and labels of the corresponding PlayStation buttons have been added as listed below.


SEGA
PlayStation
SELECT
START
SEGA
PlayStation
SELECT
START

Dilong Controllers

Manufacturer Dilong

The Dilong controllers was released for different platforms, and is still released today. They was often stylized as a PS2 or PlayStation controller, with numbers instead of symbols. They came as both wired and wireless, and some featuring Turbo-Fire functions and Auto function.


DILONG
TURBO
SLOW
CLEAR
SELECT
START
1
2
3
4
TURBO
AUTO
DILONG
SELECT
ANALOG
START
DILONG
9
10
MODE
TURBO
ANALOG
SELECT
START
ANALOG

Mad Catz

Founded	1989 (Mad Catz Interactive, Inc.) 4 January 2018 (second incarnation)

Mad Catz Global Limited is an American company that provides interactive entertainment products marketed under Mad Catz, GameShark (gaming products) and TRITTON (audio products). Mad Catz developed flight simulation software through its internal ThunderHawk Studios, developed flight simulation and chess hardware under its Saitek brand, published games under its Mad Catz brand, and distributed games and video game products for third-party partners. The company was incorporated in Canada and headquartered in San Diego, California.

Mad Catz was founded in 1989. It focused on accessories such as control pads, memory cards, connection cables, headphones and other human interface devices for the PC and various video game consoles. Mad Catz also published original software titles, such as Real World Golf 1 and 2, MC Groovz Dance Craze, and Pump It Up.

In January 2003, Mad Catz acquired the GameShark brand, described as *“the industry leader in video game enhancement software, [enabling] players to take full advantage of the secret codes, short cuts, hints and cheats incorporated by video game publishers into their game offerings,”* and associated intellectual properties from InterAct for $5 million.

In September 2007, Mad Catz acquired UK-based company Joytech for $3.7 million. In November 2007, Mad Catz further diversified into the videogame accessory market by acquiring European-based manufacturer Saitek for US$30 million.

Mad Catz ceased operations on March 30, 2017, and filed a voluntary petition for relief under Chapter 7 of U.S. Bankruptcy code to initiate an orderly liquidation of its assets.

On 4 January 2018, Mad Catz Global Limited (a new company headquartered in Kowloon, Hong Kong), with new ownership of previous Mad Catz trademarks, announced the return of the Mad Catz brand and the launch of a new line of products at CES 2018.

Dual Force Controller

MicroCon Controller

Microcon Controller

Cyborg V1 Pad

Lynx Wireless

Retrocon

Mad Catz Officially Licensed Sports Controllers

Detroit Lions

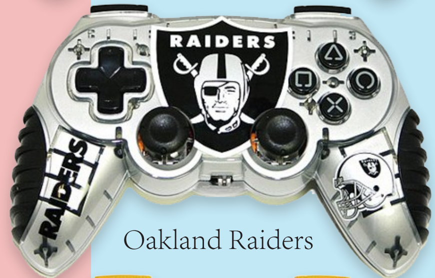
NETS
NEW JERSEY

Nets

BUCCANEERS

Tampa Bay
Buccaneers

Dallas Cowboys


RAIDERS
RAIDERS

Oakland Raiders

San Diego Chargers

SACRAMENTO
KINGS
SACRAMENTO

Sacramento Kings

Houston Texans

Chicago Bears

Chicago Bears

CUBS
CHICAGO CUBS

New York Yankees

MANCHESTER UNITED

Manchester United

Carolina Panthers

ARIZONA CARDINALS

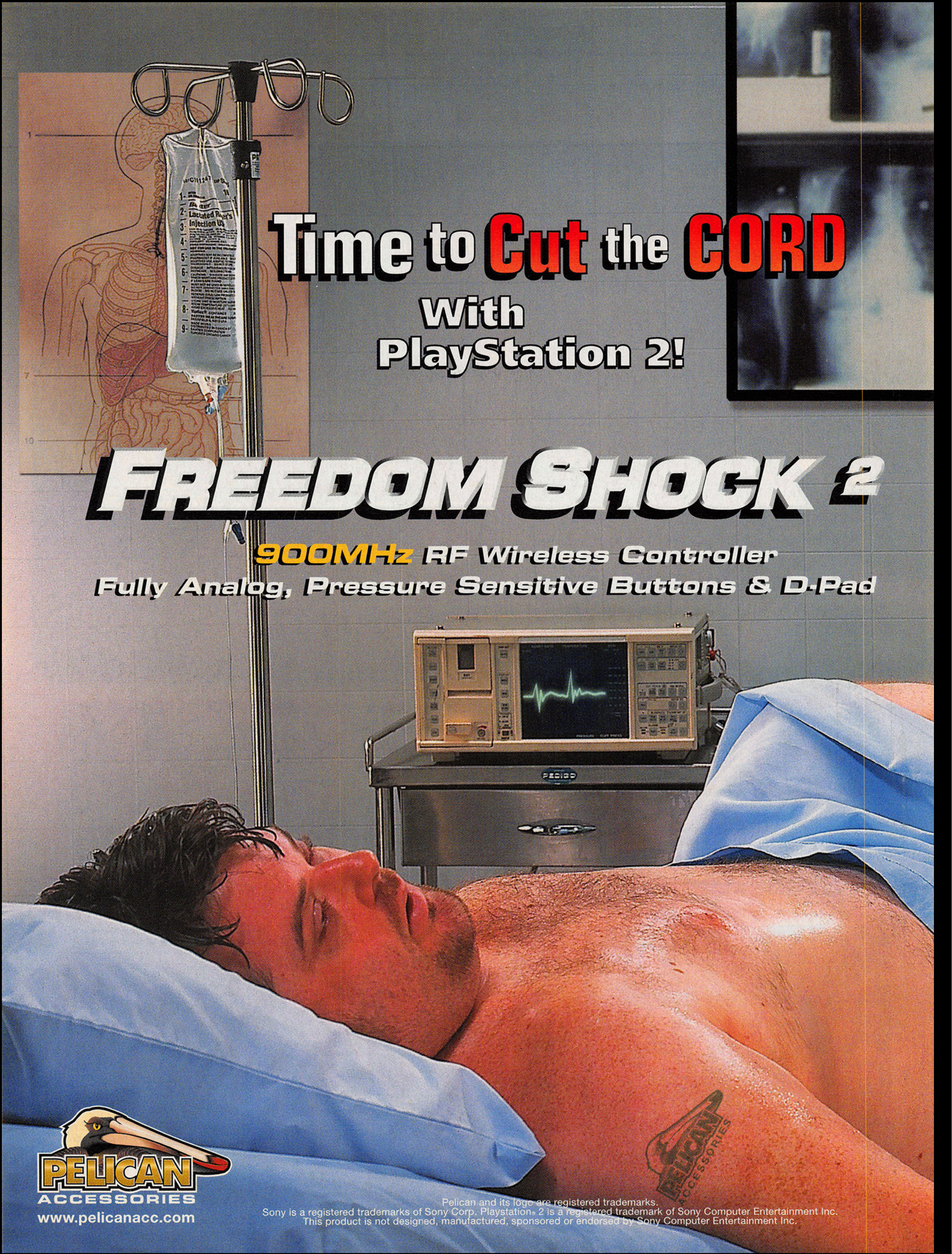
Arizona Cardinals

New York Jets

Phoenix Suns

New York Giants

Tennessee Titans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Up to 30ft of Freedom. No Limitations
FOR PS2
PLAYSTATION®2
FREEDOM SHOCK 2
select
start
analog
PELICAN
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900MHz
Power
Fully
Analog
Fully Analog Buttons & D-Pad

“PSW magazine article”

THE PURSUIT OF LIBERTY

THE FUTURE IS HERE, BUT AT WHAT COST?

LAST YEAR PSW WITNESSED ONE OF THE great farces in third-party peripheral manufacture. The Logitech wireless PS2 controller was an abomination in design. Its albatrossian wingspan, wart-like button cluster, Britneyesque analouge sticks (you know, they’re loose) and garangtuan weight made it the office laughing stock. Even looking at it now, we can’t help but chuckle. Its one saving grace was its lack of cord, enabling trouble-free paperweight usage. Gaming though? Not a chance.

It wouldn’t have been so disappointing had we not harboured such hopes for the radio frequency wireless revolution. We’d seen Nintendo pull off an outstanding cordless product with their Wavebird, and we were confused when it became apparent that the GameCube was better than the PS2 in one, if narrow, area. The second generation of wireless RF pads are here now though, and thankfully, they’re a hell of a lot better. *PSW* this month brings you the Air Style and Playfree wireless controllers.

But, before we start, we should acknowledge the sacrifices you, as a gamer, are going to have to make when you pick up one of these puppies. Each is heavier, thanks to their batteries, than a regular Dual Shock 2. Also, it must be recognised that they are marginally less responsive than your Dual Shock 2 - sometimes offering a slight delay, sometimes struggling with rapid successions of presses. But, perhaps most important for the modern gamer, is the price you’ll have to get your hands on freedom. At $90 each, both the Playfree and the Air Style are significantly more (that is, $30) expensive than your standard Dual Shock 2. But, these are still quality products. Is either worthwhile for you as a gamer? Read on, my son/daughter!

FOUNTECH’S AIR STYLE

The Air Style may be a third-party peripheral, but by golly gosh does it want to be an official Sony product. Barring the big blue panel and its triggers (which are slightly imprecise), the Air Style feels almost identical to the Dual Shock 2, even with its raised D-pad. The sticks have a familiar feel as well. And what about the dongle!? A cool blue light signifies a received signal (even if it might get annoying during a dark DVD-watching session).

4GAMERS’ PLAYFREE

The Playfree, meanwhile, is like the slim girl at school. Her skin feels great, thanks to a waxy “Soft Touch” feel. Yet her buttons are undersized and sharp-edged, her triggers too raised and small, while the D-pad a little bit all over the place. And to hold, despite feeling smooth, the Playfree just doesn’t feel like it was designed with human hands in mind - too many ridges and bumps. Meanwhile, the sticks’ resistance levels require getting used to. Sure, it’s class above the Logitech disaster, but perhaps not quite as nice as the Air Style.

AIR STYLE
L
R
POWER
W-SHOCK ON/OFF
DIGITAL
ANALOG
ECO MODE
SELECT
START
SHOCK

AIR STYLE **Look at that futuristic blue. Oow!**

4gamers
SELECT
START
ANALOG
ON
OFF

PLAYFREE **It feels so smooth. Soft Touch yeah!**

CONCLUSION

So is it time to dispose of the old Dual Shock 2? Definitely not yet. While using a wireless control is a simply a joy, and, for the majority, perhaps the best overall control option, dedicated gamers simply can’t go past the consistent, reliable control that the DS2 (?) provides. Beyond the marginal delay of button presses, we had problems with each unit that can only be explained as ‘control inconsistencies’. And trust us, when you’re within an inch of defeating Inferno in Soul Calibur 2 on the extra hard setting, that last thing you want to discover is ‘control inconsistencies’.

However, when both the Air Style and the Playfree are good, they’re very good. In appropriate gaming scenarios, such as non-twitch gameplay styles common to RPGs, adventure, puzzle and some sports titles, using either of these wireless controllers is highly recommended. Having the controller under the doona in a late-night gaming sessions is just one of the classic opportunities this variety of peripheral makes possible. No cold arms any more! We cannot emphasise how natural this cord-free gaming feels.

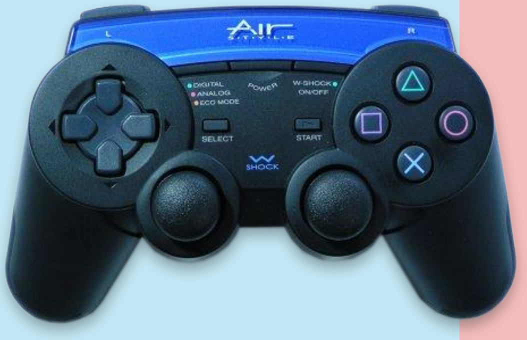
But, then you consider price, battery consumption (if it matters, 2xAA for the Air Style, 4xAAA for the Playfree), and the minor, but still present, control shortcomings, and it’s difficult to unequivocally recommend. Certainly, they have their place, but they suffer a little bit from the inconsistencies common to new technology. Fortunately, the advantages are impossible to ignore. Buy one and you will feel cool, as if you’re truly part of the future. You’ll just have to work out how not to lose it.

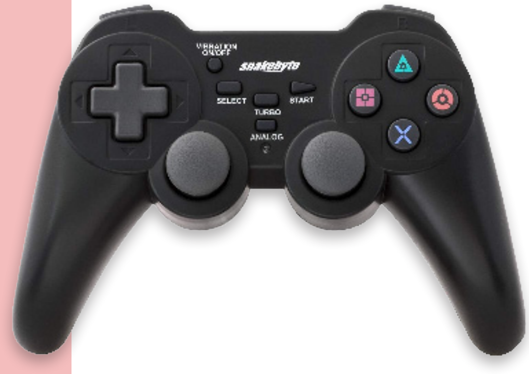
AirStyle W-Shock2

Manufacturer Fountech

The Air Style W-Shock 2 looks and feels like the Dual Shock, except for a things. The first thing is the obvious fact that it is wireless and heavier and the other is the D-pad. The D-pad on this controller looks slightly different because the entire pad is raised up, unlike the Dual Shock where one can only see the four "triangles".

The specs on the box list the controller as having 50+ hours of battery life, a 30 foot range, and is





Snakebyte Wireless Controller

Manufacturer Snakebyte

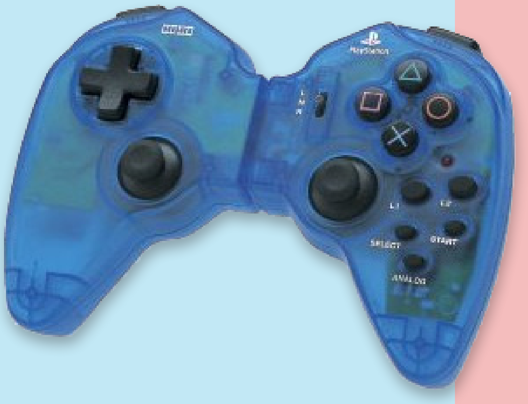
The Snakebyte is a wireless controller with a range of up to 10m and 50h-100h battery life. It also an optional turbo-mode. The controller also include the ususal Dual Shock features, including rumble mode and analog pressure-sensitive action buttons.

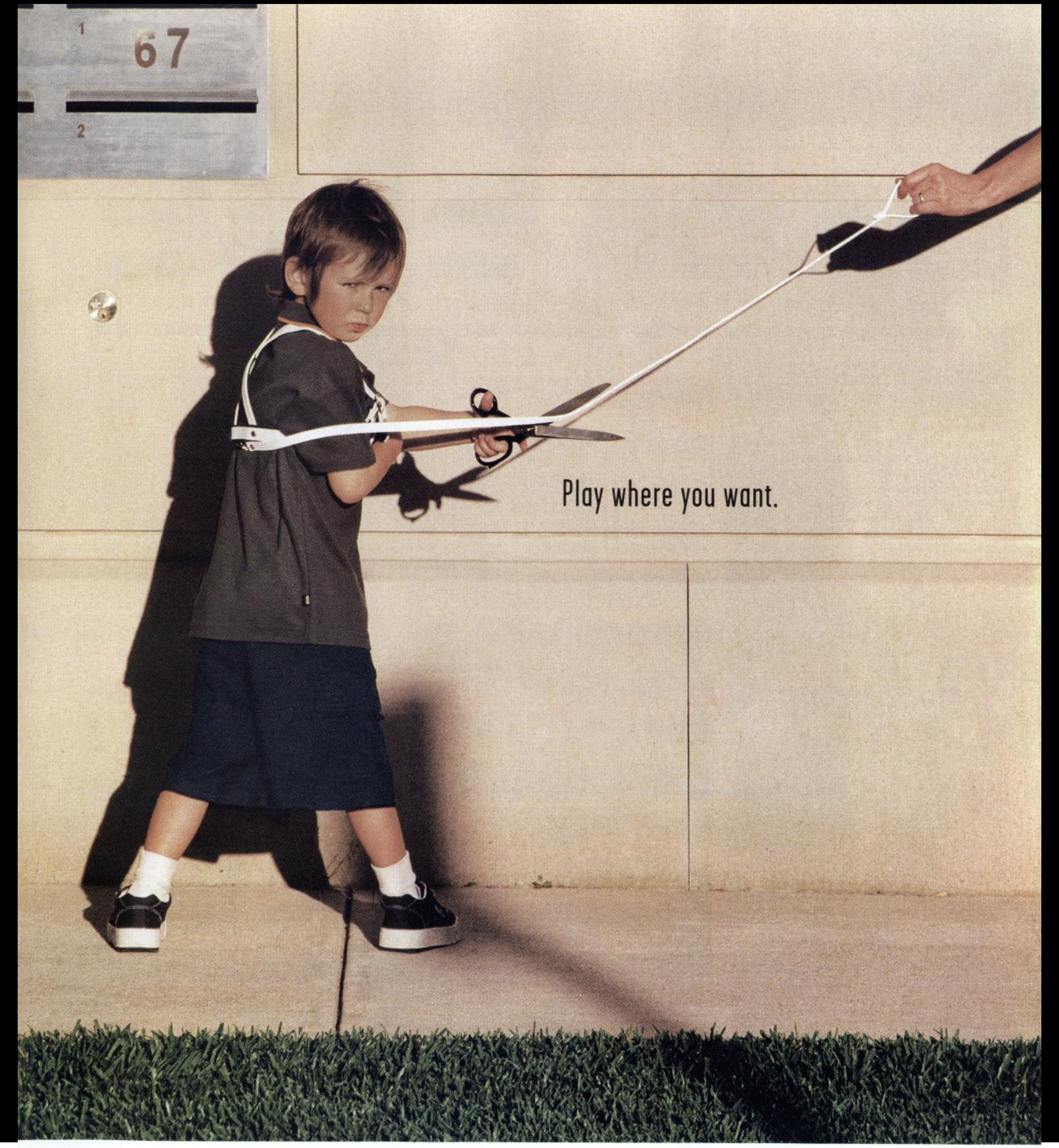
Separate Controller

Manufacturer Hori

The "Separate Controller" from Hori Japan features a very unique design. It can be used in three different ways: Traditional, Separated or One-handed. Separation and reunion of the controller parts is easy and fast and can even be done while playing. The right side L1 and L2 buttons only work in one hand mode. i.e. when the right hand side is disconnected from the left.

The Separate Controller is available in 2 colors (black and blue) and officially licensed by Sony.





Finally, a cordless controller that gives you all the freedom you've been looking for, no strings attached. The new Logitech® Cordless Controller for PlayStation® is the only cordless controller officially licensed by Sony Computer Entertainment. Performing flawlessly from 6 metres away, it uses precise 2.4GHz RF technology to give you over 50 action-packed hours of gameplay. And with all the thrills of vibration feedback, the time has come to cut the cord.

Logitech
PlayStation®2
PS one®
PlayStation®

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*“advert **PSM2**”*

SAITEK PX5000

price: £19.99

Tired of memorising those pesky 10-strings? Then you *aren’t playing the games properly.* After a bit of trial and error, we managed to program some simple combo ¨macros’ into the PX5000, activating combos at the touch of a button - but really, honestly, it’s *cheating*, isn’t it? And if you did it against your mates - the only time when it’s really useful - they’d probably end up clouting you with it. Which could be nasty, because all the gubbins inside this thing makes it suitable for very strong people with hands like shovels. Not great for tiny kids.

Saitek PX5000

Logitech Cordless Action Controller

Manufacturer Logitech

As most of the wireless PS2 controllers, this also uses the 2.4 GHz radio frequency technology. The controller requires 2 AA batteries and should provide over 50 hours of game play, even with vibration on. The controller also includes a Sleep mode, where the gamepad goes into a sleep mode after 5 minutes of inactivity to preserve battery life.

Logitech
PlayStation

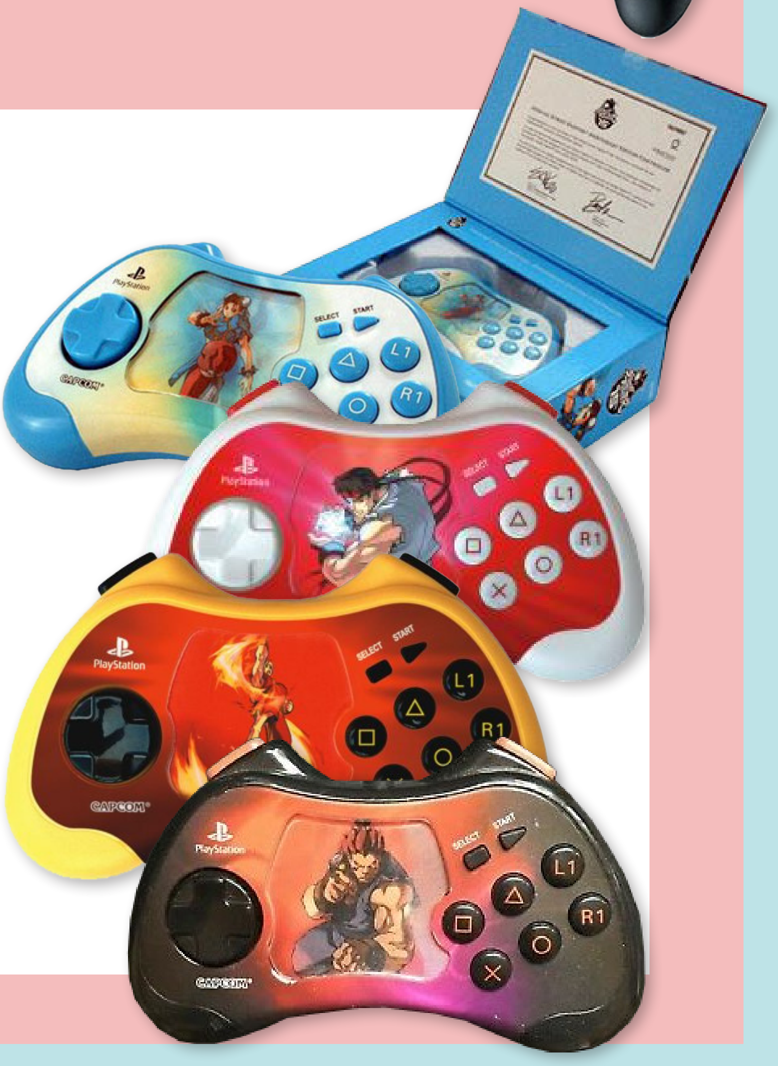
Street Fighter II Anniversary Edition Controller

Manufacturer NubyTech

The Street Fighter Anniversary controller was released to celebrate the 15th anniversary of Street Fighter II.

Four PS2 controllers was released featuring holographic images of four of the series’ characters: Ryu, Ken, Chun-Li and Akuma.

The button layout differs from the standard controllers in that it has 2 additional L1/R1 buttons adjacent to the regular triangle and circle buttons. The Start and Select buttons are above the previously stated buttons. And, the D-pad is webbed/circular style.



Logitech Cordless Controller

Manufacturer Logitech
Serial number 00077

The Official U.S. PlayStation Magazine called this ‘the undisputed king of wireless pads.’ The controller feature 50-plus hours of battery life and is compatible with both the PlayStation and PS2 console.

PIRANHA CONTROLLER

Manufacturer Piranha
Serial number 397232

This is a wired contoller compatible for PC, PS2 and PS3. It comes with 3m cable, and feature pressure sensors that rumble and dual shock feedback function.

Combat Bow

Manufacturer Hama

The Combat Bow is a analogue wired controller and compatible with both the PS2 and PlayStation console. Versions was also released for PC and PS3.

React Wireless Controller

Manufacturer React

This is a Wireless controller from React. It can apparently have up to 150 hours of playtime, and have a Satin-skin finish and rubberized grips .

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IGN.COM

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IGN.COM
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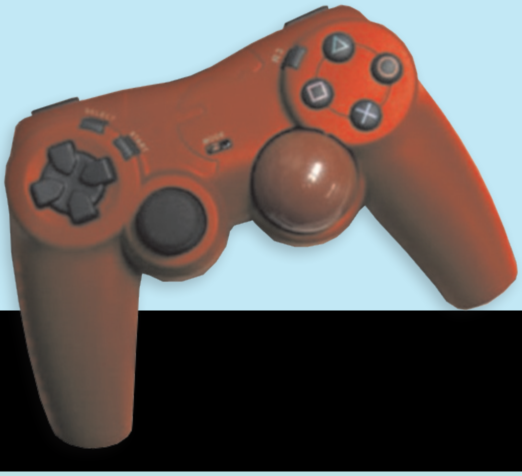
Paradox

Manufacturer bodieLobus

The Paradox is a standard DualShock pad that replaces the right-hand analog stick for a trackball. This is intended to make playing some games, specifically real time strategy titles, easier, and more in-line with their PC counterparts. This feature would, however, make playing other games more difficult, meaning it would only be useful for certain titles, which may limit its appeal.

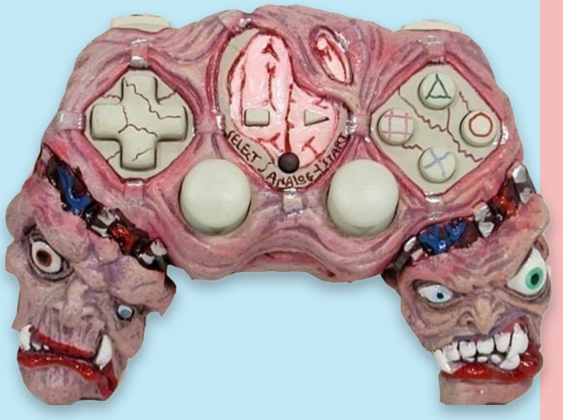


Fleshy

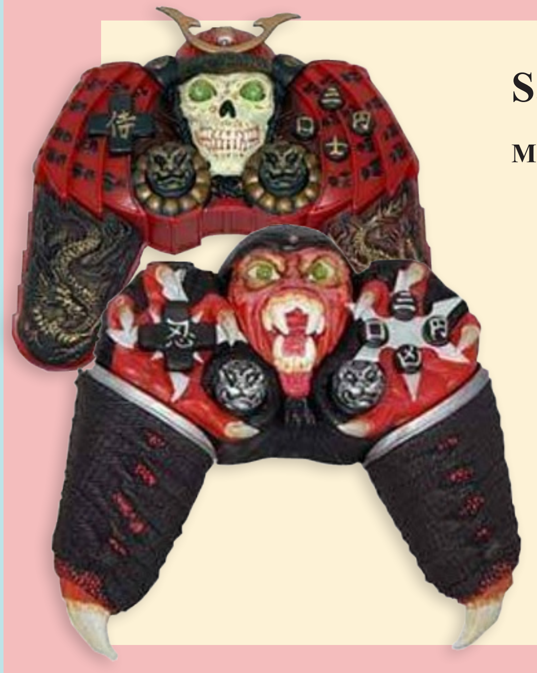
Manufacturer Gemini
Serial number GEPS2F1

This limited edition controller were designed and sculpted by Jeff Kokin, the movie miniature and action figure artist back in the 2004, and each of the controllers is hand painted.

The controllers feature the usual arrangements of buttons and analog sticks, including the dual vibration 2, 4 analog pressure sensitive action buttons, pressure sensitive analog control sticks and D-pad



"Not even game over can stop them
They're dying for action!
Spawned in the flesh pits of another world
Bred to aid in the fight for survival against evil"



Samurai vs. Ninja

Manufacturer Game Elements

Like the Fleshy controller, the Freak Series II limited edition controllers were designed and sculpted by Jeff Kokin.

The Ninja controller includes green LED eyes (start and select buttons) and two Ninja stars for the button and D-Pad.

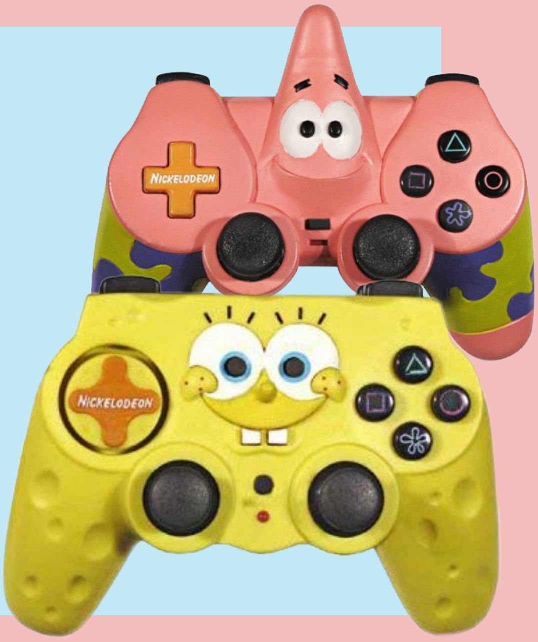
The Samurai version also feature two green LEDs for the start and select buttons. Both controllers includes a face mask where users can plug it onto the face.

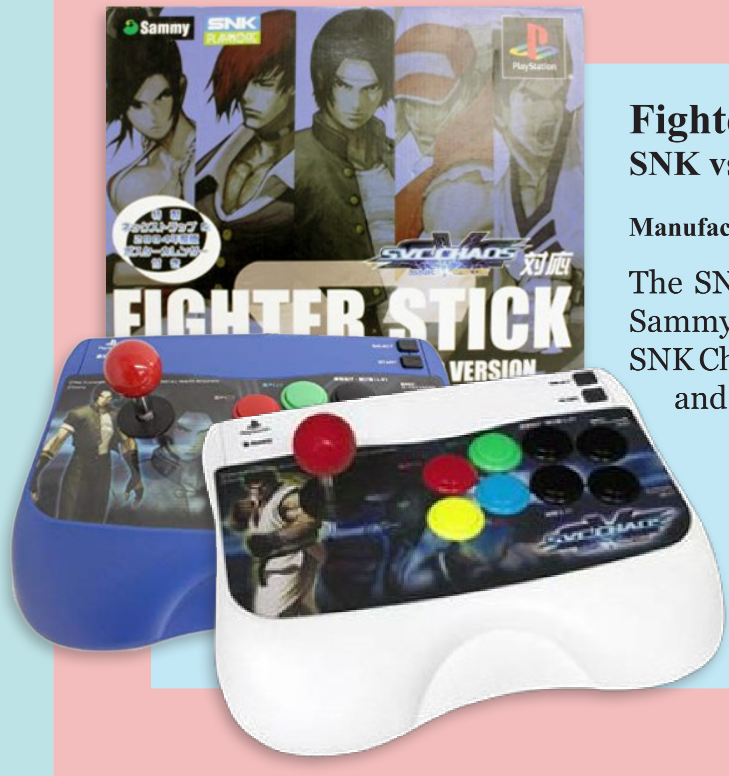
Bikini Bottom Controllers

Manufacturer Gemini

The Spongebob and Patrick controller comes with the same features of a regular PS2 control pad, with the addition of a turbo function and sculpted grips designed. The controllers are made for smaller hands and is 20% smaller than the regular controller.

The controllers came on both a two-pack and a single controller and is also compatible with PlayStation.





Fighter Stick

SNK vs Capcom SVC Chaos Version

Manufacturer Sammy

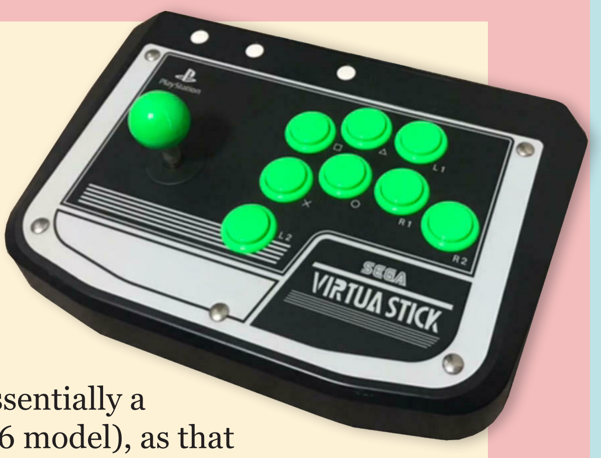
The SNK vs. Capcom Chaos Fighter Stick from Sammy was specially designed for Capcom vs SNK Chaos for PS2. It features extra large "punch" and "kick" buttons. The joystick came in blue white color and was available as a SNK and Capcom model.

This is a click stick and have an octogonal gate around it. It may also be a little to stiff for some people.

Sega Virtua Stick

Manufacturer Sega Logistics Service

The Fukkokuban Sega Saturn Virtua Stick for "PlayStation 2" is a third-party accessory designed and manufactured by Sega Logistics Service for the PS2. It was not released outside of Japan.



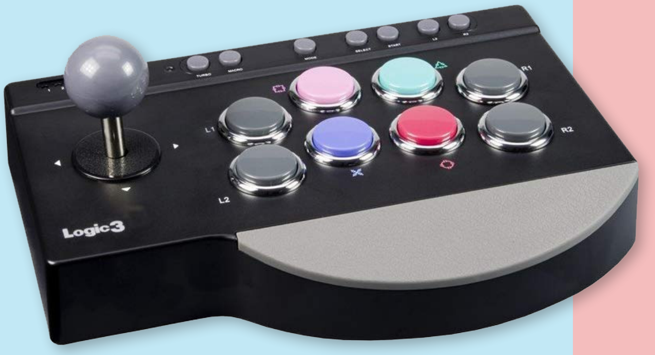
This Virtua Stick, much like the PC version is essentially a recycled Sega Saturn Virtua Stick (the HSS-0136 model), as that stick was considered to be quite popular in Japan. It is far less colourful and has a slightly different button layout, presumably to either cut costs or blend in with the aesthetics of the system.

"segaretro.org"

Logic 3 Arcade Stick

Manufacturer Logic 3

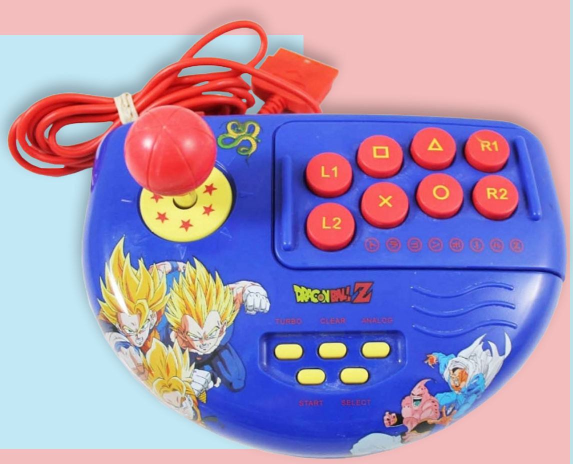
This is an 8 way directional controller with 10 action buttons, complete with macro function, turbo-fire and a soft touch rubber finish.

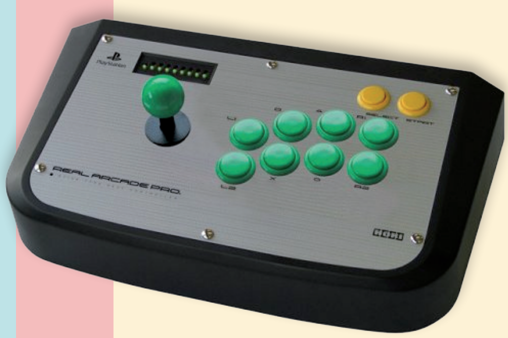


Dragon Ball Z
Collectors Edition Arcade Stick

Manufacturer Nuby

This controller, compatible with PS2 and Playstation, feature a compact design with a weighty feel, turbo function and arcade style button layout.





Real Arcade Pro

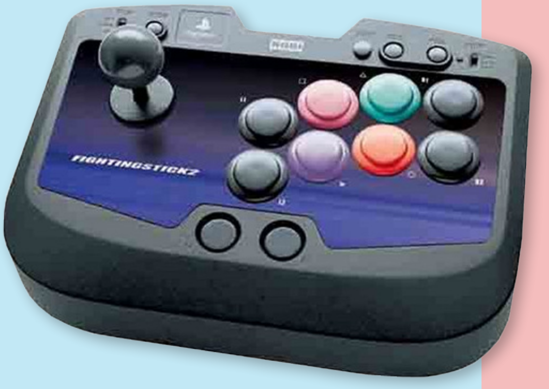
Manufacturer Hori

This is one of the first arcade sticks by Hori for the PS2. The controller is heavy and have a separate turbo and slow motion function. The first release of this arcade stick had a reflective metallic finish, but this was changed due to marks from the oil left by the players greasy hands.

The controller was popular by gamers due to making it easy to mod, change buttons, etc..

Fighting Stick 2

Manufacturer Hori



The Fighting Stick 2 is compatible with Playstation and PS2. The joystick can act as the D-pad, left-stick or right-stick by flicking a switch on the case. The joystick also feature eight pressure sensitive analogue buttons, Turbo feature for “rapid fire”, and vibration on the stick.

Supplied with the joystick are two adapters, connecting cables and a USB stick with associated software. Using this it is possible to connect to PS3, Xbox 360 and PCs. With a Windows PC link-up it is also possible to play on PS4 and Xbox One.

When used on a PC, or in PC link-up mode, it’s possible to set the controller as a PC mouse controller for basic use, and also for in-game play add latching, auto-fire, binding of multiple controls to a single button/movement and profile shifting/changing.

HORI
PlayStation
ARCANA HEART

Arcana Heart Arcade Pro Stick

Manufacturer Hori

ARCANA HEART 2

Arcana Heart 2 Arcade Pro Stick

Manufacturer Hori

Tekken Tag Tournament fight stick

Manufacturer Hori
Serial number HP2-01

The Tekken Tag Arcade Stick is an arcade style joystick controller that has been designed specifically for Namco's PS2 fighting game, Tekken Tag Tournament, in mind. The button layout is the same as the arcade version of TTT. The controller has a wide metallic base and a solid plastic topping.

CHANGE
SELECT
PlayStation
TEKKEN TAG
© NAMCO LIMITED

ARCADE STICK

Manufacturer Gamester

The Gamester arcade controller feature dual swithcable joystick, Japanese and US versions, 8 analogue action buttons and Dual Force 2 Vibration feedback.

ShadowBlade Arcade Stick

SHADOWBLADE
ARCADE STICK

Manufacturer Interact

The ShadowBlade Arcade Stick have the American style joystick, instead of the ball-styled sticks that are more common in Japan. It has a large metallic base with rubber grips on the bottom for added stability.

All of the action buttons are pressure sensitive for PS2 games that support that function. It have the standard auto-fire functions for each of the buttons and the ability to relocate each of the different buttons to re-configure control schemes for games don't allow that in game, offering players the chance to program complex button combinations to a single action button and can be set to several different pressure sensitivity levels.

Naki Ultimate Fighting Stick

Manufacturer Naki World

The wireless fighting stick is specially designed for the PS2 and Xbox console and is compatible with Dual Shock 2 force feedback. The controller doesn't require any additional power, but instead requires 3 AAA batteries.

Tri-format Arcade Stick

Manufacturer Logic 3

The Tri Format Arcade stick features vibration motors, programmable fire buttons that allow combination moves to be stored to a single keystroke. Autofire and a battery back-up facility to save the stored moves.

The Arcade Stick is compatible with PlayStation, PS2, Xbox and PC USB.

TwinStick

Manufacturer Skream

The PSX Arcade Twin Stick, which was originally released for the PlayStation, is a large 2-player fight stick. The controller connects to the PlayStation through both controller plugs.

The controller is similar to the Blaze Twin Stick, also an original PlayStation release.

Katana: The Soul Controller

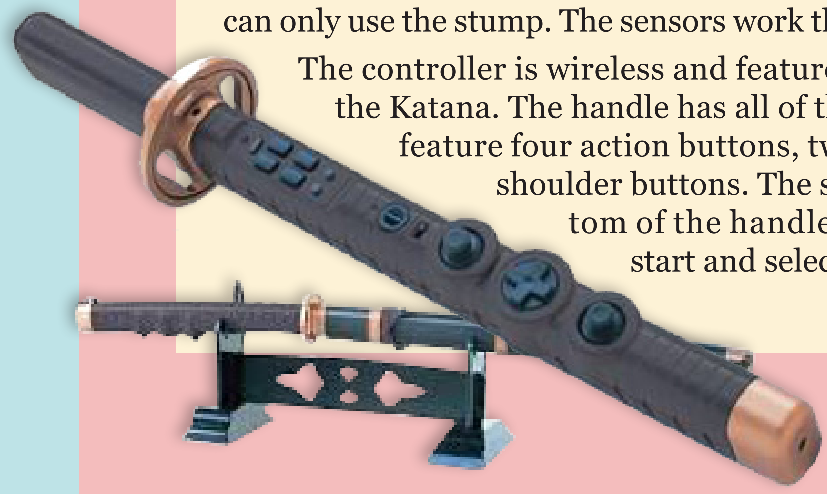
Manufacturer Hori

The Katana controller was released around the same time of the release of Capcom's Onimusha 3 Demon Siege. The Japanese version of the controller was released with the official Sony license. In the states, the controller only recieved the Capcom license.

The Katana feature a swiping action which acts as the attack button. An internal sensor picks up on sudden motion. It doesn't matter which way it is swung. As all four buttons are also on the handle, players don't have to use the swipe motion to play.

Hori designed the Katana so that the "blade" can be removed, where players can only use the stump. The sensors work the same with or without the "blade."

The controller is wireless and feature vibration motors in the handle of the Katana. The handle has all of the normal Dual Shock 2 buttons. It feature four action buttons, two analog sticks, a D-pad, and four shoulder buttons. The shoulder buttons are set on the bottom of the handle. It also feature an analog switch, start and select, and the signal channel dial.



Resident Evil 4 Chainsaw Controller

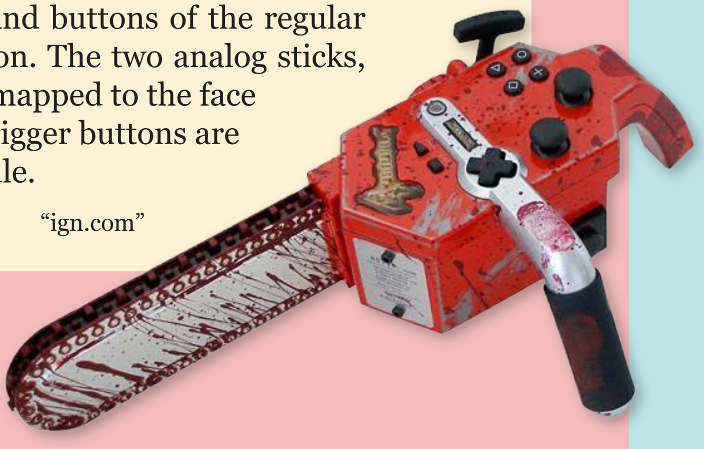
Manufacturer Nuby Tech

The Resident Evil 4 Chainsaw Controller, based around the enemy weapon from the game, was released for both PS2 and GameCube (yellow color). The chainsaw peripheral came packed in a stylized box designed with a set of three-paned, doubled windows. The controller also comes with a display stand that holds the device in place.

Nuby Tech has provided a two-grip handle system that mimics the configuration of a real saw. Meanwhile, the device's plastic blade, which serves no control purpose and does not move, resembles its in-game counterpart. Nuby Tech has splattered each chainsaw controller with a unique pattern of blood and smears, meaning that no two peripherals are identical. The chainsaw controller features a detachable cord that can be stowed in the bottom of the display stand when it's not in use.

The device features all the standard sticks and buttons of the regular controller, but lacks an intuitive configuration. The two analog sticks, D-Pad, action buttons and start buttons are mapped to the face of the chainsaw controller. Meanwhile, the trigger buttons are assigned may be cumbersomely to each handle.

"ign.com"



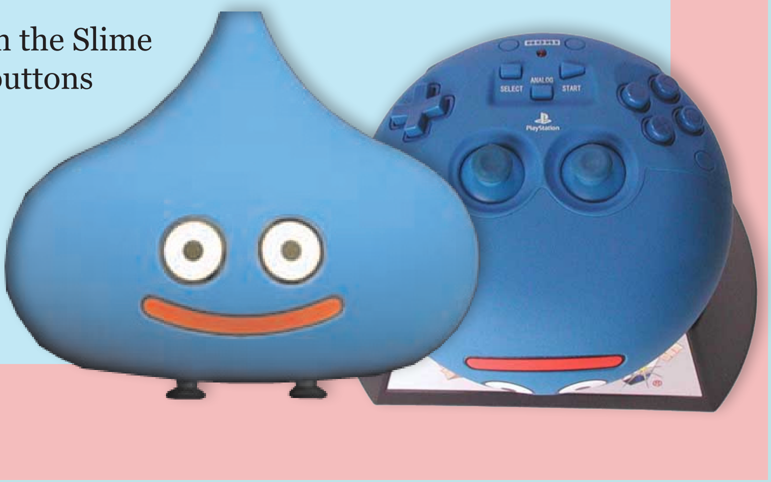
DragonQuest Slime Controller

Manufacturer Hori

This controller is designed to resemble the slime character popularized by the DragonQuest series of role-playing games. Supporting Dual Shock 2, the controller also has a wind-up cable, meaning the slime can be displayed on the included a display stand. The controller also came with a silver color, imitating the metal Slimes

The buttons are located underneath the Slime figure, with the R1, R2, L1 and L2 buttons being placed on the back.

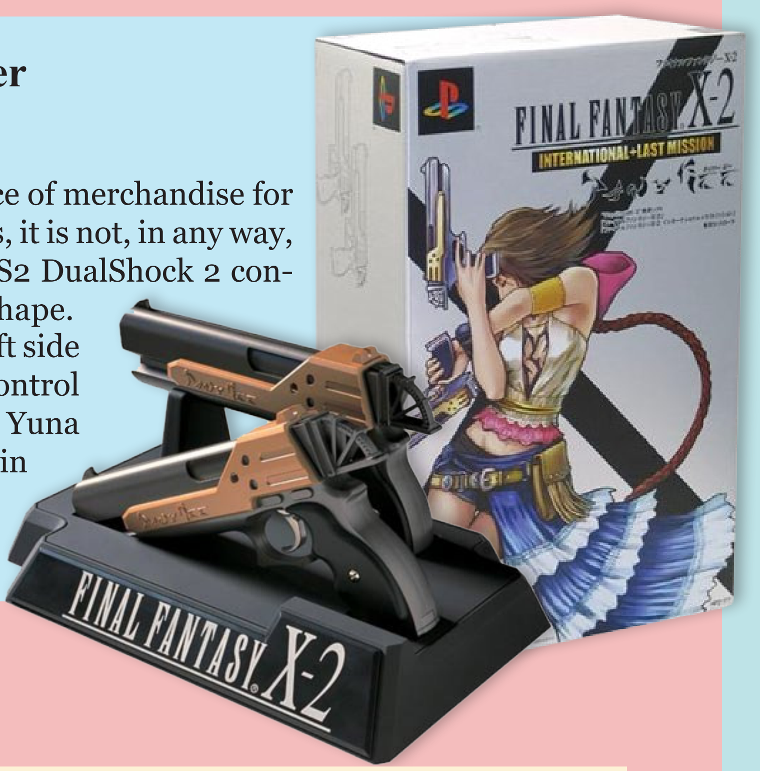
A version of the controller was also released for the PS4 and Nintendo Switch, with the launch of Dragon Quest XI.

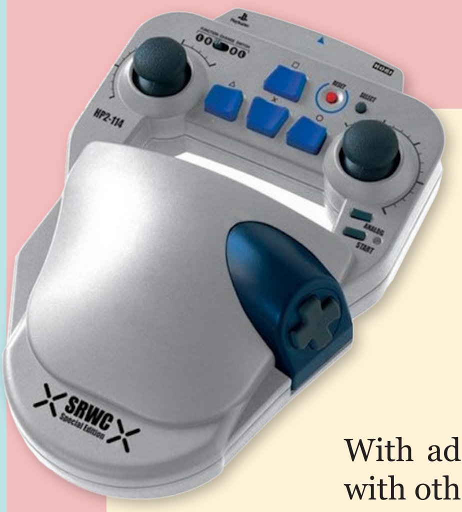


Tiny Bee Yuna Guns Controller

Manufacturer Hori

Yuna’s Tiny Bee gun controller is a piece of merchandise for Final Fantasy X-2. Despite appearances, it is not, in any way, a light gun. It functions as a normal PS2 DualShock 2 controller, but fashioned into a gun-like shape. Players use the left gun to control the left side of the controller and the right gun to control the right side. Pulling the triggers cause Yuna to fire her Gunner guns at the enemies in battle.





Super Robot Wars Controller

Manufacturer Hori

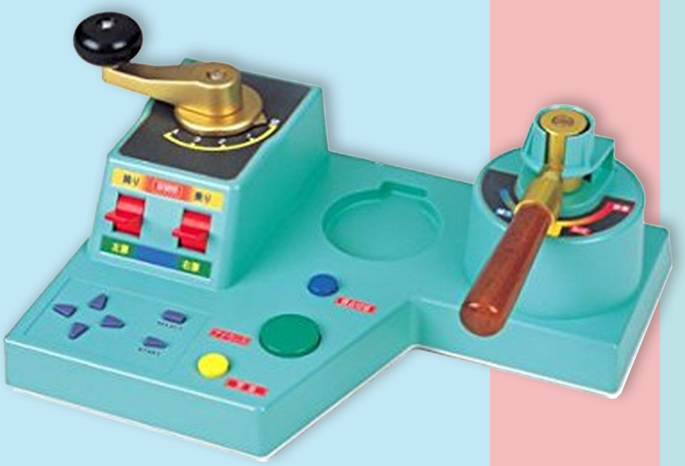
This controller allowed gamers the potential to play PS2 games with one hand. It was especially made for Namco Bandai’s long-running series of tactical Mecha RPGs Super Robot Wars.

With additional controller adapters, this controller can be used with other consoles, such as PS3, PS4, Xbox 360 and Xbox One.

Densha de Go! Tram Controller

A large number of hardware train controllers were available for a number of platforms. This controller is based on a tram-train, a is a rail vehicle that runs on tramway tracks along public urban streets.

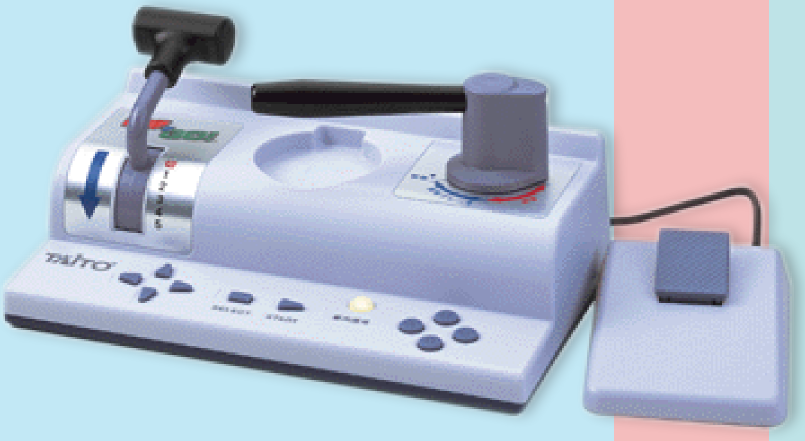
The right handle on the controller is the brake and the left handle is the throttle. The large green buttons trigger the announcements. The yellow button is the horn. The red flips operate the door controls. The “D-Pad”/arrow buttons let players operate the camera and the blue buttons switches the view angle.



Densha de Go! Controller Type 2

Publisher Taito

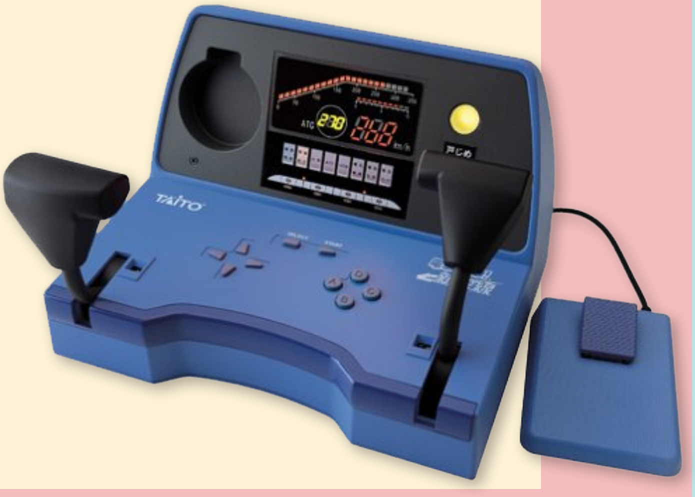
The Type 2 Controller is compatible with most titles. The Type 2 controller reportedly works with Railfan by connecting its USB lead into the PS3.



The spring loaded lever on the left controls throttle gearing (Off - 5). The lever on the right side controls the brake pressure. From right to left it goes from E (essentially park) to All Stop, then braking pressure 8 - Off. Each spot for both the throttle and brake have a solid click. The holder in the middle isn't a cup holder, it's a place to set a pocket watch to keep things authentic.

Densha de Go! Shinkansen Controller

Publisher Taito
Serial number TCPP-20011



Shinkansen Controller was one of the most extravagant controllers for the Densha de Go! series, which was released with the Densha de Go! Shinkansen EX game for both the Wii and PS2. The Shinkansen Controller for the PS2 comes with a LED screen display of speed and controls and a foot pedal to blow the horn.

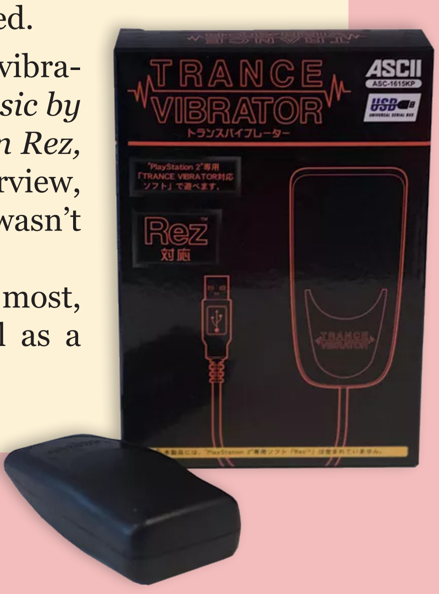
The Shinkansen, colloquially known in English as the bullet train, is a network of high-speed railway lines in Japan.

Rez – The Trance Vibrator

Manufacturer ASCII
Release date January 7, 2002

Rez – The Trance Vibrator is more like a accessory to the controller. It is not much more than what it sounds like: a vibrator, and served no other function.

The Trance Vibrator came packaged with special versions of Rez for the PS2. The USB device was supposed to pulse in time with the music. It even came with a protective pouch so gamers could sit on top of it while they played.



In a interview, designer Tetsuya Mizuguchi called the trance vibrator *"a joke, but a very serious joke... We always listen to music by ear, and you can watch the visuals moving, the dynamics in Rez, so it's kind of a cross-sensation feeling."* In the same interview, Mizuguchi insisted that the device wasn't sexual or intended as a sex toy.

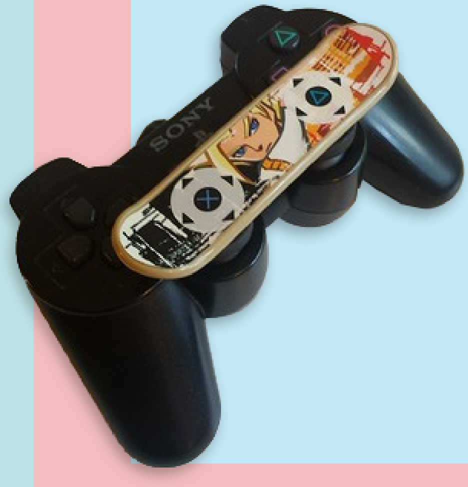
But this does not stop, probably most, of the players to use the peripheral as a masturbation aid...

"gamegirladvance.com"

Yanya Caballista Finger Board

Publisher Koei

Yanya Caballista: City Skater is an extreme sports skating game for the PS2. The game was packaged with a fingerboard.



The pop-on skate fits over the two analog controllers, theoretically enabling players to use the skateboard to guide the skater across the environment, pushing the R3 right, while L3 left, or by pressing down on L3 and R3 to pull off moves. The manual recommends that players turn the PS2 controller sideways in their hands, holding it vertically, so that the little skateboard points up and down, and so that the two handles of the Dual Shock point right, instead of down. It's designed for players to use only their thumbs, pressing down on the dual analogs to pull off maneuvers, or to shrug the board left or right for spins.

Skate Station Skate Board

Manufacturer	Naki World

The Skate Station Skate Board controller for PS2 is a foot controller similar to the Tony Hawk Ride controller which was released for various consoles. The controller is designed for board games, i.e. surfing skating, in mind.

The board use motion technology, where the board allows players to physically control the action by performing various movements and gestures on the board. It comes with a hand controller for players to press the different action buttons, etc.

Dance Mats

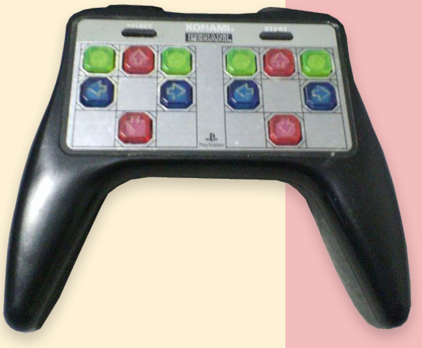
The Dance Pads are dance game controllers for PS2. They mostly came as a inexpensive thick plastic mat with large buttons that includes the controls for the dance games and buttons like the shoulder, select and start buttons. The foam and soft pads are, in general, fine for beginners and low-level play, but will quickly become unsuitable once players get better and have to more their legs faster. Large metallic mats, which was more similar to the arcade originals was also available for the console.

DDR Hand Controller

Manufacturer	Konami
Serial number	RU-026

The Dance Dance Revolution Hand Controller takes two dance pads and shrinks them down on a single game pad.

The controller is similar to a regular DualShock controller, but is missing the shoulder buttons, and have a slightly wider top section



SingStar Microphone

Manufacturer London Studio

The SingStar games require SingStar-branded microphones – one red and one blue – which connect to the console via a single USB converter. The PS2 Headset was originally considered as an alternative to microphones, however the headset was not technically sufficient, and London Studio felt that handheld microphones were important to the authentic experience.

Singstar microphones are available in both wired and wireless varieties; both connect to the console via USB.

Rockband Microphone

Publisher Harmonix

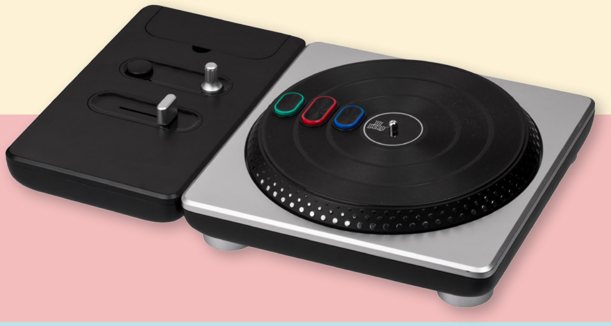
The Rockband microphone is a standard USB microphone. Players can use most other USB microphones, while Xbox 360 users can substitute their console's headset if they wish.

DJ Hero Turntable

Publisher Activision

The DJ Hero Turntable is a custom controller made for the DJ Hero series.

The controller consists of a wireless deck consisting of a movable turntable that supports 3 "stream" buttons, an effects dial, a crossfader, and a "Euphoria" button; a hidden panel contains additional controller buttons to interact with the gaming console outside of the game. A portion of the controller can be detached and reattached to adapt the unit for left-handed players.



PS2 USB Microphone

Manufacturer Logitech

This is a wired microphone which hooks up to the consloe through its USB port. It is compatible with any PS2 karaoke game and includes a 15-foot cable.

Unlike many karaoke mics, this unit tries to accurately reproduces sound, so the players voice doesn't sound tinny or remote.

Buzz! Buzzers

Manufacturer Sony
Released date March 4, 2000
Serial number SCPH-10010

Buzz! Buzzers are special controllers designed specifically for the Buzz! quiz game series. The controllers feature large red buzzer buttons and four smaller coloured buttons for answer selection. Both wired and wireless versions are available and come bundled with Buzz! games.

A four-buzzer set acts as a single USB device and connects a USB port on the PS2. Wireless versions connect via a USB dongle, with each dongle able to support up to 4 wireless buzzers at a time. A second dongle is required for additional buzzers (for 8 player games). Both the wired and wireless versions of the buzzers are compatible with both PS2 and PS3.

GameBoard Controller

Publisher Fanatec

The Fanatec controller is a mouse, keyboard and controller combined into a single unit. The unit comes with a 4m cable with the connections housed in a removable module which can be replaced by a wireless module, thus enabling the GameBoard function as a wireless controller. The module can also which hold the mouse in place when it is not in use.

The joystick is placed on the left side of the keyboard. It is analog with a smooth rubber grip. There is no L3 button on it. Next to it is two action buttons. Behind the joystick is the two shoulder buttons, L1 and L2, and two action buttons. A grove is made on the back of the keyboard, making it easier to hold it and control the joystick.

The keyboard provides access for up to 96 functions. Extra buttons on the keyboard include a program, analog, start and select button. The keys at the top of the keyboard let users set the six different regions for the keyboard.

The mouse is a wired ball mouse and have the usual features, including left and right button/R1 and R2 buttons and a scroll wheel. The mouse pad is made up of textured hard plastic, which will make a lot of noise when used by the mouse.

The GameBoard is compatible with all games which support a standard USB keyboard. The mouse itself is compatible with all games which support a USB 3-Button mouse wheel.

"Sharkie's Gaming Controllers@youtube.com"

Logitech NetPlay Controller

Publisher Logitech

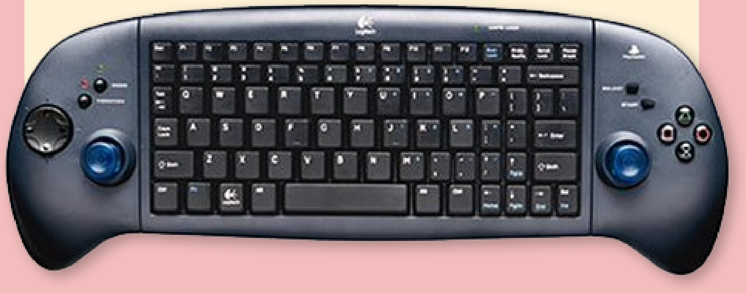
The Logitech Netplay Controller for PS2 is a keyboard and controller combo build for online games. The controller have two plugs, one USB and one PlayStation plug, which makes it possible to play any games, though not every game support a keyboard. The keyboard be removed from the base and used as a regular USB keyboard. The base can also be used alone as a huge controller.

The left side of the controller consist of the a 8-way pressure-sensitive D-Pad, left analog, mode and a button for the dual-vibration feedback motors.

The right side consist of the right analog, the four action buttons, select and start.

The back of the controller have shaped handles, making it easier to hold, or place it on the knees, and the four shoulder buttons.

"Sharkie's Gaming Controllers@youtube.com"

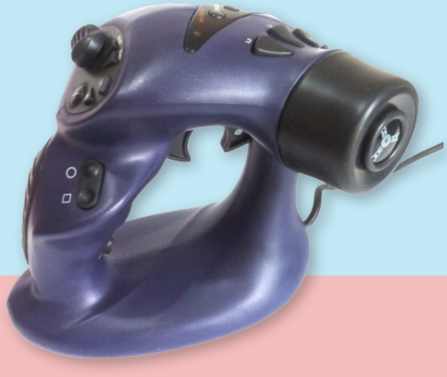


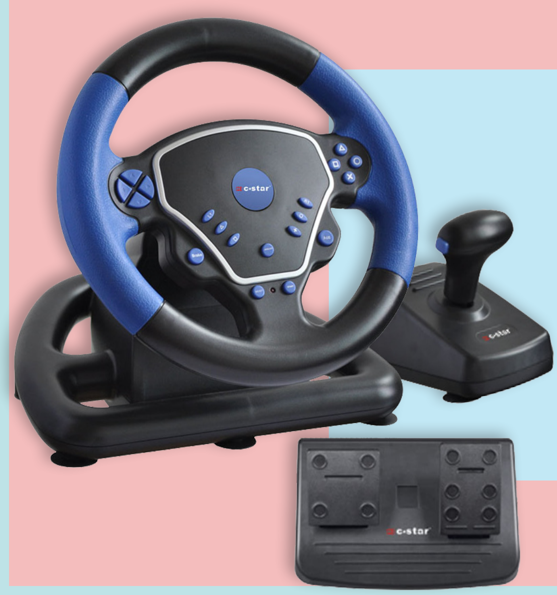
Dual Force Racing Wheel

Manufacturer Mad Catz

This controller is a handheld racing wheel, similar to a RC controller.

The controller is designed to be hold in the left hand with the right hand controlling the "wheel", or dial. Next to the wheel is four buttons; L2, R2, L3 and R3. Behind these buttons are Mode, Program, Dual analog, Digital. Next to the hat switch (D-pad) is the start, select, R1, L1 and the X button. The circle and square button are positioned by the players thumb. On the inside of the controllers handle is an analog trigger which can be pushed in or outwards. The triangle button are on the bottom of the handle, near the players little finger.





PS2 / PC / XBOX Steering Wheel

Publisher C-Star

The C-Star racing wheel is 10 inches with twin motors vibration analog buttons, gear shift control, spring loaded acceleration and brake control pedals. The wheel have a 250 degree rotation with rubber wheel rim design for a more comfort gripping.

Feel nothing.

Feel everything.

Experience every bump and bend as you take to the track with a Logitech® Driving Force steering wheel. It features realistic force-feedback, foot pedals and even a moulded lap attachment so you can play from your favourite driving seat. And it's compatible with the latest PlayStation® 2 games such as Gran Turismo™ 3: A-spec and World Rally Championship,™ with more great new titles coming soon. Make sure you don't let anything get between you and the ultimate driving experience.

Logitech PlayStation®2

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MULTILASER
Formula Racer
PS2/ PS3/ PC
18

Multi laser Formula Racer

Publisher Mobile Gear

The Formula racing wheel have a Formula 1 design and feature 18 buttons, rubberized wheel with 270⁰ rotation, pedals with accelerator and brake and gear control on the steering wheel.

The wheel is compatible with to PS2, PS3 and PC.

SmartBox Racing Wheel

Manufacturer SmartBox

The SmartBox 8.5 inch diameter racing wheel, which comes with paddle shifters and pedals have a 180 degree wheel rotation and auto centering function. It feature two internal motors for vibration feedback and soft, tactile-enhanced rubber handgrips.

The wheel has both plugs so players can it on either the PS2 or PS3. It also has an auto detect feature which will detect consoles without having to switch.

SmartBox
Racing Wheel

SPEEDLINK
DARKFIRE

Darkfire Racing Wheel

Publisher Speedlink

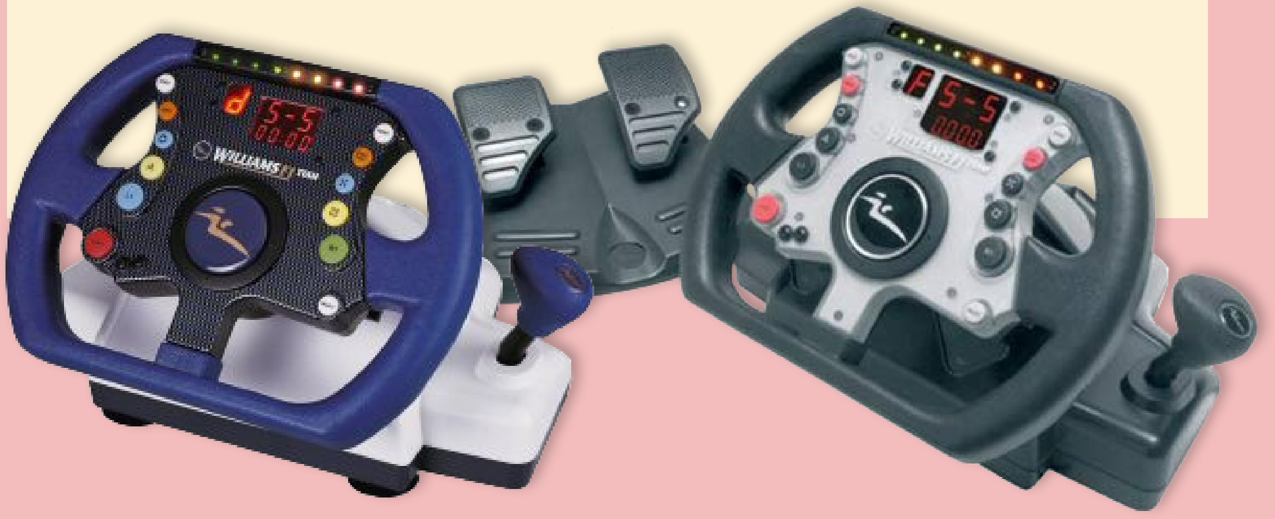
The Darkfire racing wheel have a large 220° steering lock with silicone-covered side grips. The wheel came with analogue pedals in the separate pedal block and have 6 freely programmable buttons.

The wheel is compatible with PS2, PS3 and PC.

Williams F1 Racing Wheel

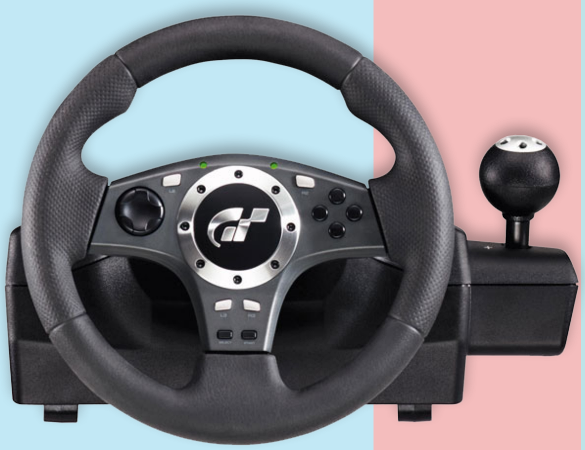
Manufacturer Joytech

This wheel are designed as a replica of the official WilliamsF1 Team FW23 Racing Wheel. It includes a Grand Prix style butterfly paddle and an independent Shift-Tronic gear stick. The wheel have variable intensity vibration feedback and is compatible with PlayStation and PS2



Logitech Driving Force Pro

Publisher Logitech



The Logitech Driving Force Pro feature a USB port connection, a dual-clamping system for securely fastening the steering unit to a desk or table, eight PS2-specific buttons (circle, square, cross, and triangle, as well as L1, L2, R1, and R2), and gas and brake pedals perched on a no-slip floorboard. It was one of the few PS2 wheels that have a 900-degree wheel rotation (for supported games).), Players also have a choice between wheel-mounted paddles and a sequential stick shifter for changing gears, and force feedback (for supported games).

This was one of the more high-end and expensive racing wheels released for the PS2. The more advanced features, like the 900-degree rotation, work with only a handful of the PS2 games.

GunCon 2

Publisher Namco
Serial number NPC-106

The Guncon (a portmanteau of “Gun Controller”), known as the G-Con in Europe, is a family of gun peripherals designed by Namco for the PlayStation consoles. The original controllers used traditional light gun technology, while newer controllers use LED tracking technology.

Guncon 2 NPC-106 (G-Con 2 in Europe), was bundled with the PS2 conversion of Time Crisis II and Time Crisis 3. It features a smaller body, as well as a more rounded shape when compared with the original PlayStation Guncon. The side buttons, A and B, have been moved rearward to a position directly above the trigger. Two new smaller buttons, Select and Start, have been added to the left side of the shaft. Prominent additions to this second Guncon model is a D-pad at the back of the gun barrel and a C button added at the bottom of the gun handle. These new buttons served to open new gameplay opportunities, such as character movement in Dino Stalker or the ability to use two guns at once in Time Crisis II.

The gun uses a USB connection as opposed to a PlayStation controller port of the Guncon 1 and also hooks into the video signal of the console (either composite video or the Y signal of component video).

The controller was released in black in Japan, blue in Europe, and orange in North America. It is not compatible with original PlayStation titles or PS3 titles. The Guncon 2, with compatible games, can work on older models of the PS3 featuring any form of hardware-based PS2 backwards compatibility.

Gun Sniper

Manufacturer Game Mate
Serial number SHC-PS2003

The Gun Sniper is a light gun compatible for PlayStation and PS2. The D-pad are placed on the back of the controller and uses a pump-action for reloading. The Gun have a composite video plug, a PlayStation plug an a USB wire.

Games Light Gun

Publisher High-Clear Games

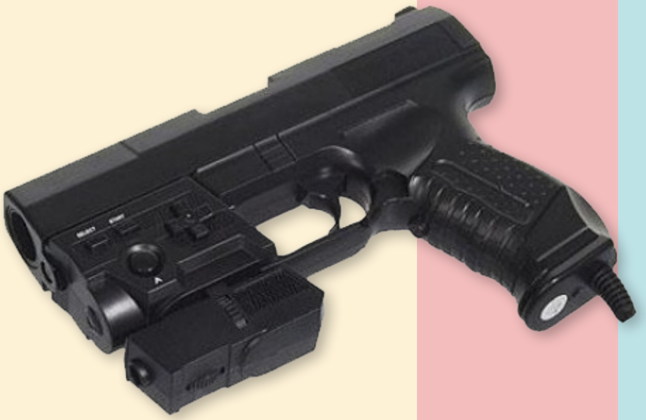
The Games Light-gun is compatible with PlayStation and PS2. It feature single shot, auto fire and auto reload. It also has power kickback (force feedback) and arcade recoil (the top of the gun slides back when fired). It does not have laser sight as shown on the retail box,.

The gun is compatible with PlayStation and PS2.

Gun Sniper

Manufacturer Dragonplus

The Zero Force Laser gun is compatible with the Playstation and PS2 (NTSC or PAL). It is compatible with Blast Mode, Guncon mode and Guncon 2 mode. It has arcade recoil action built in causing the top half of the gun to slide back whenever the trigger is pressed. It also feature an optional red beam laser targeting sight. The front fascia features the regular D-pad and Start/Select buttons.



Beretta M92FS Target INOX

Manufacturer Hori
Serial number HP2-22

This lightgun is based on the real life Beretta 92FS which is used by the United States military. The light gun is made out of plastic.

The light gun is compatible with GunCon games. The gun feature several buttons. Among some of the buttons include the D-pad wich is used by changing directions of the hammer of the gun. Two buttons are positioned at the slide catch, a button is on the handle and one on the heel of the gun. The placement of the buttons make it compatible with different other genres, like survival games.

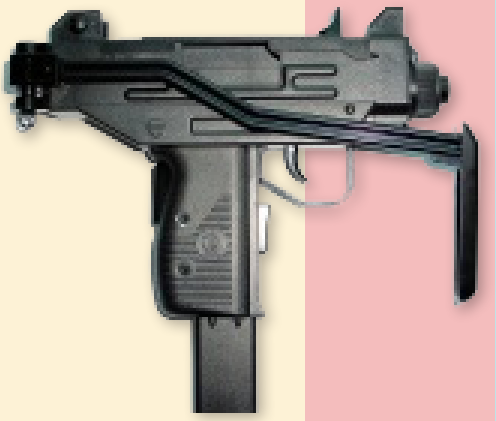
Micro UZI

Manufacturer Cybergun

The Micro UZI is compatible with PS2 and Playstation. It works with GunCon, GunCon2 and normal gun games.

The gun feature a foldable metal stock, blow back recoil action, semi auto and full auto fire mode and can be used as both left and right handed. The light gun has a heavy weight to it due to metal parts.

"This CyberGun™ is designed to be used for Video Games only. Carrying it or displaying it in public is prohibited."



PS2 Blaster

Publisher Madcatz

The Madcatz lightgun is compatible with both Guncon and Guncon 2 modes, which makes it compatible with any of Namco's shooters.

The Blaster includes a variety of extras like vibration kickback, rapid-fire, and automatic reload capabilities. There's also an Auto-Fire setting. A D-pad and reload button have been crafted into the gun.

G1 Light Gun

Manufacturer Iconic

The RGT:G1 Light Gun works with most light gun shooting games and is compatible with PS2 and Xbox. It is wire-free and using Iconic's special tracking system, called RGT. It is compatible with CRT, LCD and LED TVs.

RGT G1 Light Gun is compatible with GunCon2 light gun games.